

PURE GAME BOY EXCITEMENT

GB ACTION

MARCH 94 ISSUE 23

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YOGI
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(GB) Action!

REVIEWS:

Lawnmower Man,
Kirby's Pinball,
Franky, Joe & Dirk
On The Tiles, Dracula,
Jungle Book

FEATURES:

Test Of Time, Manga,
Dark Horse, American
Sports and all your
favourite regulars



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FOR 100% GB TIPS

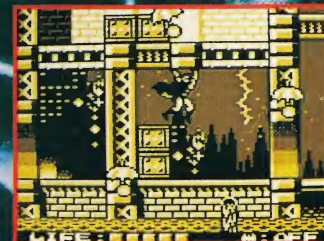
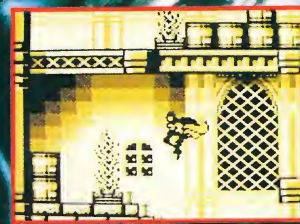
Nintendo®

This month's Players Guides include
Zelda VI and Jurassic Park
Look out for special n



THE JOKER, THE RIDDLER, THE PENGUIN, CATWOMAN, POISON IVY AND THE SCARECROW,

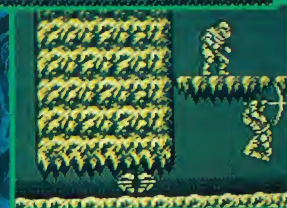
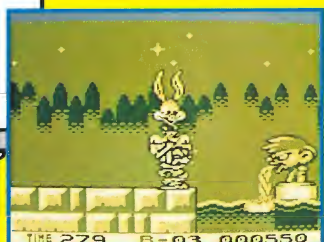
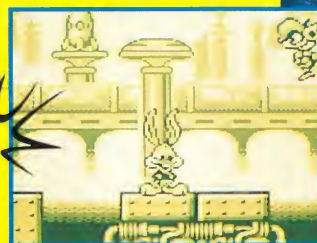
BATMAN AND ROBIN HAVE THEIR WORK CUT OUT IF THEY'RE TO KEEP GOTHAM CITY FREE OF THESE MISERABLE MUTANTS AND THEIR DASTARDLY DEEDS.



GAME BOY



Montana Max is causing havoc in movie land and guess who has to sort him out? You got it.... Buster Bunny and Co. More crazy cartoon capers through five levels of hilarious platform action.



The fearless foursome are back once more, in their latest all action beat'em up adventure for GameBoy.



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GB ACTION

WELCOME TO THE DR WHO CONVENTION...

When they're not busy arguing about the spelling of Mandragora, our illustrious fanatics have found the time to dematerialise the best GB mag in the continuum...

Alex Lee



Editor

The Doctor opened his eyes and examined the results of his latest regeneration. At first he was less than pleased. He appeared to have been transformed into a crop-headed Sunderland fan with a Geordie accent. Other eccentricities soon showed themselves. He clicked his tongue against the roof of his mouth and began to search the Tardis for a Pot Noodle.

Marc Keating



Art Editor

"Och aye the noo, Doctor, I thought ye'd never wake up again, hoots mon," said Marc, the Scottish assistant. He was stylishly dressed in a tartan kilt with thick white socks and heavy boots. Marc was bored by the wonders of the universe, and would have preferred to be back on the hillside farm tending the sheep and taking the cows to slaughter. "I wish I were lost in the green hills o'Kintyre with a wee bonnie Scots lass by ma side," he complained, 17 times a day.

Deputy Art Editor

"Miaow!" exclaimed R-Kat in agreement. The mechanised feline trundled forward and sought approval from the Doctor by rubbing his trouser legs and spilling oil onto his shoes. "Why aye, h'away the lads, Double Maxim!" yelled the Doctor. "Hadr't we better go somewhere?" The Doctor sprang to the control console and twiddled a few dials.

Rob Sharp



Senior Staff Writer

The Dalek patrol was surprised by the Tardis' arrival. Their old enemy had returned to haunt them again. They communicated the news to Davros, the wizened megalomaniac saviour of the Dalek race. "The Doctor must be exterminated," he rasped, "and this time don't let him climb any stairs!" "We obey!" chorused the Dalek patrol in response.

Production Editor

Fleeing the patrol, the Doctor and his companions found themselves in what appeared to be a typical English village. "Why aye, the entire planet is in danger if the Daleks are here. Hey you!" He gestured at a nearby pedestrian. The man was clad in black. A trim beard surrounded a face dominated by hypnotically compelling eyes. "I am the Master and you will obey me," he said. The Doctor was unable to resist.

Ian Lynch



Staff Writer

Fortunately R-Kat was able to distract the Master's attention by pulling on the Master's trousers with his paws. Using his sonic screwdriver the Doctor banished the Master to an alternate dimension. "Exterminate!" The Dalek patrol had caught up with them. "This way, everybody, quickly!" said Captain Yates, signalling from the doorway of a nearby pub.

Robert Smith



Contributor

"Ah, there you are, Doctor," said Brigadier Lethbridge-Stewart from behind the bar. "Why aye!" said the Doctor. The Brigadier continued, "But now you must know the truth. This is an imitation village built on Skaros to allow us to familiarise ourselves with barbaric Earth practices before our invasion." Suddenly the Brigadier reached up to his face and peeled off the latex mask and body suit to reveal the horrible form of...

Jason Spiller



Continued...

PURE GAME BOY EXCITEMENT GB ACTION

MAD about the 'Boy MA

First part of your pull-out
GB Action poster/calendar
collection featuring The
Jungle Book and Dracula.

REGULARS

NEWS

06

GB Action's news pages are once again full of the most informed, exciting and generally brilliant tidings related to the wonderful world of the Game Boy. Check out the latest Gallup chart if you still can't decide on your next cart purchase.

REVIEWS

08

The scores to be relied upon are right here in GB action's review section. If there's any disagreement within the team, then we tell you. You won't be kept in the dark if you stay with us, the fellas who know a good game from a turkey (we found this out last Christmas).

COMPOS

25

Titus's forthcoming (and greatest?) release, Prehistorik Man, is spotlighted this issue with a competition exclusive to GB Action with prizes worth an absolute fortune. Check out the special mini compo on the News pages as well. It's a beauty!

FEATURES

30

The Test Of Time brings back some classic Game Boy releases and shows whether or not they're as great as we first thought. Elsewhere, American sports games are placed under the microscope and the incredible rise of Dark Horse Comics is explained.

GAME BUSTERS

33

Two of the biggest and hardest Game Boy games are given the treatment this month. The guide to The Legend Of Zelda - Link's Awakening continues and the first part of Jurassic Park brings up the rear. And don't forget our extensive hints 'n' tips section!

BUYERS GUIDE

56

Welcome back to the definitive Game Boy cart chart. Don't believe the hype of expensive advertising campaigns or scores featured in other mags. Check out the most accurate and thorough Buyers Guide you'll ever see. Five pages of precise, concise mini reviews and scores.

Don't bother with anyone else's Game Boy coverage. We've got the lot right here in GB Action - the Game Boy magazine to be seen, bought and believed.

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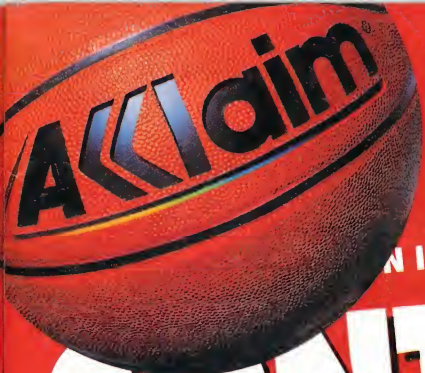
europress
INTERACTIVE

This month's GB Action contains a few great changes. The Buyers Guide is now five pages long to provide the most thorough Game Boy game listing in the world. There's also a new regular feature, The Test Of Time, where you can decide which games are featured.

Due to overwhelming demand, Public Eye makes a comeback and a special new questions and answers page has been introduced to try and cope with the phenomenal flow of mail.

There's also the first part of a cut out and keep calendar. At £1.25 and with 68 pages of Game Boy related brilliance, there is no better mag around. **ALEX LEE**

THE ONLY GAME BOY



ISSUE 23 MARCH 1994

CONTENTS

about the 'Boy MAD

REVIEWS

US Sports

Ace reviewer Rob Smith takes us through the best and some of the worst American sports simulations currently available on the Game Boy.

Will a basketball game come out on top or will it be good ol' American football? Find out on page 44.



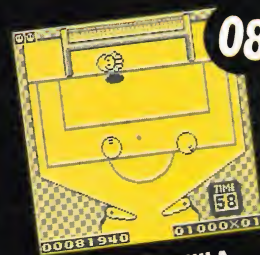
Nintendo®

HOTLINE

The heroes who brought us the Game Boy and more marvellous games than you can shake a telephone receiver at are here at your service. Yes, Nintendo have agreed to let us borrow the services of their two top Hotliners Marc Fatbloke and Justin Stretch to help you all through the hard bits!



Another big bucket o' reviews in GB Action's quality review section this month. The scores and opinions to be believed are right here. Check 'em out, now.

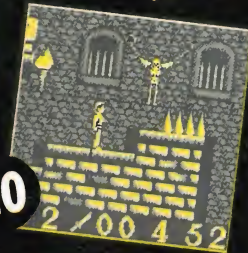


08

KIRBY'S PINBALL
The craziest pinball game ever comin' at ya!

DRACULA
The Prince Of Darkness needs defeating.

10



ON THE TILES
Franky, Joe and Dirk are back. Knickers!

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LAWNMOWER MAN
We promised it beards ago, and now it's here!

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JUNGLE BOOK
Bare necessities, those simple bare necessities...

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BOY MAG IN THE WORLD

REVIEWS-PREVIEWS-PLAYERS GUIDES-TIPS-FEATURES-COMPOS



NEWS

FROM THE GAME BOY WORLD



Welcome to the most rip-roaring Game Boy news pages you're ever gonna see in your entire life.

Capcom Mega Star

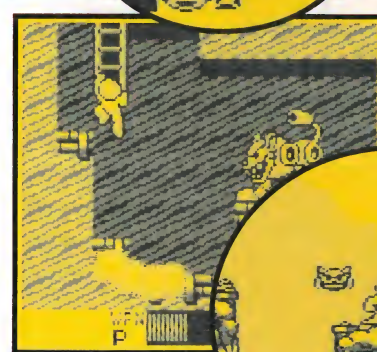
Capcom USA, which designs, develops and markets coin-operated video arcade games and home video games for Nintendo and Sega, is planning to finance and produce an animated TV series based on its origi-

nal game superhero Mega Man. Making its debut in autumn this year, the series marks Capcom's entry into the world of animated children's television and should definitely reinforce its growing presence in more broad-

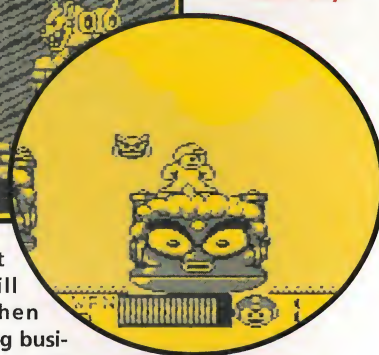
based entertainment venues complementing its existing business ventures.

"Capcom's Mega Man TV venture is a clear example of our rising status in the broad world of mass market entertainment" stated Joseph P. Morici, Capcom's Senior Vice President.

"Having already achieved tremendous recognition and success in the electronic entertainment market, Capcom is well poised for an entry into a vast range of related areas, and we will continue to seek new, excit-



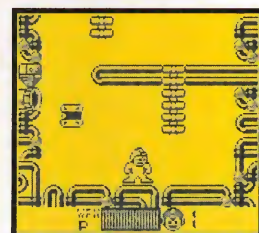
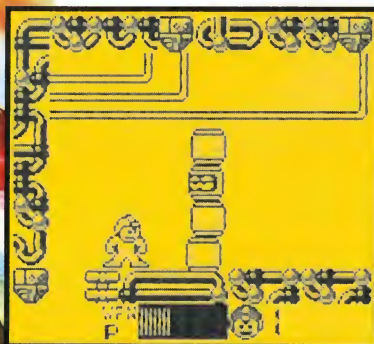
Left: A selection of shots from the amazing Mega Man trilogy on the Game Boy.



Below: Mega Man II is arguably the greatest of the three Mega Man games available.

ing entertainment options that will work to strengthen our rapidly growing business. The creation of the Mega Man series is of particular importance as it opens yet another window of opportunity," added Vice President Morici.

The TV series will feature many of Mega Man's most notorious allies and villains in an effort to capture the same level of excitement, familiarity and fun that continues to make the video game line so successful.



SISTER MAGS

The four mags on the right are all related to GB Action. All published by Europress Interactive, these titles are guaranteed to be considerably more of a riveting read than rival publications. You read it here first. Buy 'em.

SUPER
ACTION

MEGA
ACTION

AMIGA
ACTION

PC action

UNIROSS GAMECELL

There are loads of Game Boy power supplies and battery adaptors available (you may have seen a few of 'em in last month's feature), but not many are as good as this.

The bargain price of £14.99 can get you the Uniross Gamecell comprising of a slimline battery adaptor and a power pack.

The battery adaptor fits neatly into the back compartment and provides up to seven hours play from one charge.

The Gamecell is charged using the power adaptor and it takes about three hours for a full charge.

This adaptor can also be plugged into



US GOLD

WORLD CUP



Although the very poor and rather noughty England football squad haven't qualified for the World Cup Finals in America, there are still plenty of Game Boy footy games being churned out this year.

One of the extra special ones is likely to be World Cup by Birmingham's finest, US Gold.

Featuring hundreds of options and team editing facilities, the kids at GB Action reckon this is gonna be the best Game Boy footy sim yet.

The view perspective is from directly above, the gameplay is the most realistic yet and each World Cup side has qualities that emulate its real life counterpart. With a two player link-up option to boot (boom boom), word is that World Cup could eclipse the current Game Boy football greats such as Sensible Soccer and Goal!

Although US Gold have already treated us to an advance showing of the game in development stage, we are as yet unable to print screenshots but rest assured you'll see them in GB Action before any other mag. Stay with GB Action for the most informed news.

SCOOP

The first World Dracula Congress will take place in breathtaking Bucharest in May 1995.

The Transylvanian Society Of Dracula (TSD), organisers of the congress, have some crazy commercial sidelines.

The Count Dracula Treasures, for example, encompasses the finest Romanian silverware, all discreetly hallmarked with a distinctive Dracula logo – a dragon in the shape of a D.

Most of the Dracula merchandise is aimed at tourists – the Count is a great crowd-puller.

An EC funded program has even been started to develop a strategy for Romania's huge tourist potential and they've identified the Prince Of Darkness as a national tourist asset.

The TSD has also stepped in to offer Dracula tours, ranging from a Grade I Tour, suitable for 'balanced, classical minds, interested in the Gothic approaches to issues of broader existence,' to Grade III tours, which are reserved for true initiates.

Although the TSD is still seeking agents abroad, 500 people have already braved the tours and, according to TSD president Nicolae Paduraru, all have survived. See the review of Sony Imagesoft's Dracula on page 10.

The Sound Of Music

Electronic Arts Music Sampler

WATSON DISTRACTS MANAGER 17
SOOTHSAYER THEME 18
SWEET VICTORY 19
OPENING THEME 20
CHAOS 21
SILENCE 22

BY MORTAGE
EXCHANGED MELODY
15 THE METALLION
16 NOOPLA



Fed up of hearing tinny Game Boy tunes? Thought so.

Electronic Arts, famous for their games on formats with better sound capabilities than the 'Boy, have brought out a CD.

Entitled Electronic Arts Music Sampler, with a grand total of 31 tunes and effects, this is an essential purchase for all lovers of video game memorabilia. The highlights of the CD are undoubtedly 'Slammin' from NBA Showdown '94 by Traz Damji and Jeff Dyck and the haunting Point Of Focus by Rob Hubbard taken from Budokan. Wanna get one for yourself? Here's how. On a postcard, write down what sort of music you think any member of the GB Action team prefers and say why. The most humorous entry will win.

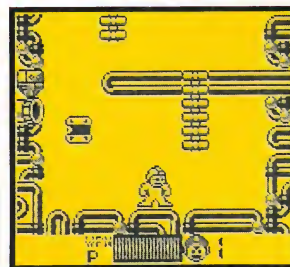
Write to: CD Sampler Compo at the address on the left hand side of the contents pages. The closing date is April 1. Good luck!

TETRIS 2

As promised, here's another update. Tetris II is now actually available in the U S of A, but is deemed unsuitable for British consumption.

In other words, Nintendo don't reckon it's good enough for us.

Maybe the Hotliners Justin and Marc will be able to tell us a bit more next issue when they visit the office and take us through Marioland 3 – Warioland.



Whatever you do, don't buy this issue of GB Action. Oh no, what have I said? My wife's gonna kill me!

the mains and with the Gamecell fitted you can charge it up while you are playing.

When pitted against other power supplies and adaptors this little set up seems one heck of a bargain – only fifteen big ones for power at home and on the move. Nice one.

For further information, contact G & M Agencies, P.O. Box 3686, West Bromwich, Birmingham, B71 1AU.

You won't regret it.

UK CHART

This is the chart to be believed. Elspa have the most accurate chart rendering facilities known to man.

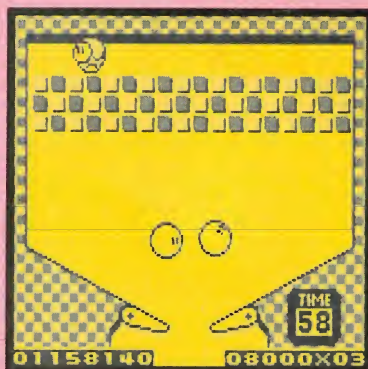
- 1) ZELDA Nintendo
- 2) SUPER MARIO LAND 2 Nintendo
- 3) SUPER MARIO LAND Nintendo
- 4) JURASSIC PARK Ocean
- 5) NIGEL MANSELL Nintendo
- 6) MORTAL KOMBAT Acclaim
- 7) GOLF Nintendo
- 8) SUPER JAMES POND Ocean
- 9) THE FLINTSTONES Tafto
- 10) KIRBY'S DREAMLAND Nintendo

Zelda stays at the top. Nintendo games continue to dominate, although Ocean can be pleased with their placings. The much hyped Mortal Kombat is still going strong, but there are a few surprises at the foot of the table.

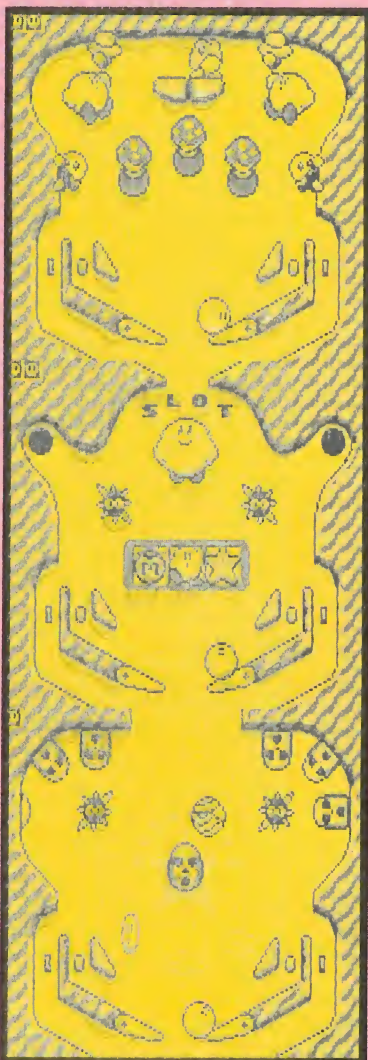
REVIEW



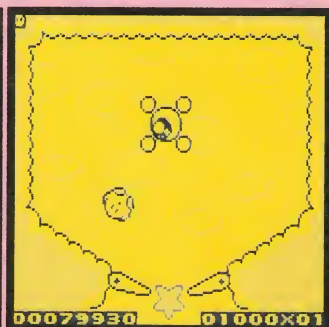
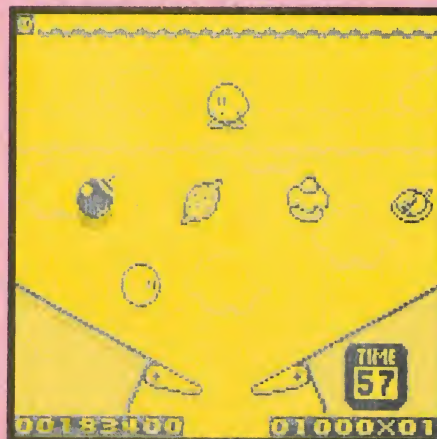
Above: Table One end challenge. Bash Kirby at the tree and make it cry. Ahh. But you need the key to beat Dedede.



Above: The bonus screen of table one. Breakout the beast for big points or even a one-up.



Above: Table one features a neat slot machine which takes a goodly while to crack. Patience is the key.



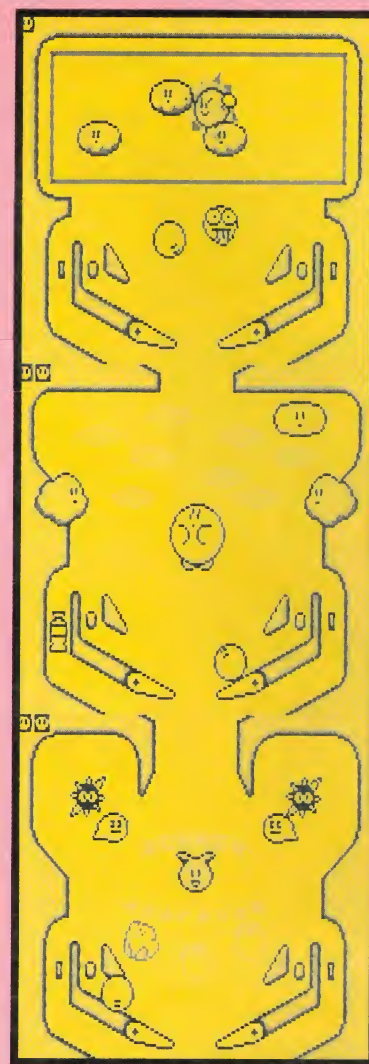
Left: Table two bonuses feed the ever hungry Kirby for a points bonanza. Above: End of table challenges in the clouds. Tricky.

He's cute, he's round, he bounces on the ground Kirbeeee, Kirbeeee! Back from adventures and awake from dreamland our rotund hero now gets to tackle King Dedede on the pinball table – Oo-er.

That heinous villain King Dedede is one nasty piece of work. Not content with hassling Kirby's friends in their dreams, he's now turned the world into a... pinball table! Yep, that's what I said, a pinball table!

The King was reputed to have had some rather dodgy mushrooms with his steak and chips the night before the attack was instigated although this report hasn't as yet been confirmed!

So, what devilish challenges does our hero have to overcome this time? Well, there's three tables named Wacky, Kracko and Poppy. Each one is three screens big with Kirby being flipped towards the top



screen where, should he earn a star, he's zapped to an end of table challenge. These challenges are central to Kirby's overall quest.

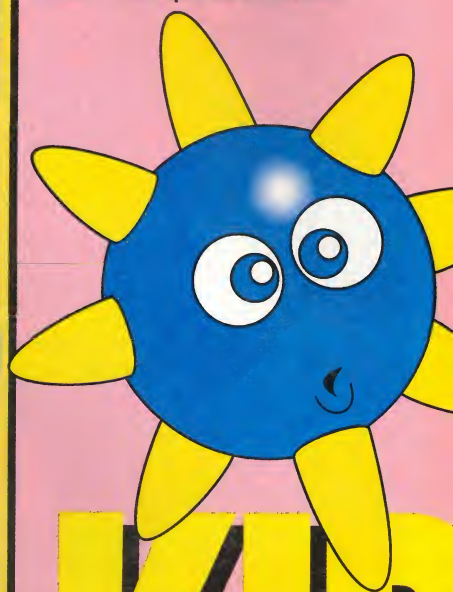
Y'see little Kirby has a great responsibility on his round shoulders. He has to defeat all three tables and spell out the word 'extra' before facing a final challenge against the King himself (that's King Dedede and not Elvis!).

In the great tradition of pinball games there're a number of bonus screens to find (catch a falling star to send you shooting off). Extra points and bonus multipliers are just some of the helpful goodies available in these sub-games.

Extra Kirbys can be gained if you're dead lucky and are quick enough to grab them when they appear for a fleeting moment.

Of course, the serious aspect of Kirby's effort is set aside somewhat in the wanton pursuit of points, because what do points make? High scores. The real point-accumulating action comes in the bonus screens which can be accessed from the second screen of each table. Now if you were really concerned about poor Kirby's plight you'd cast aside all thought of mere glory seeking,

Left: Table two leads Kirby to the stars and beyond. Up, up and away to the clouds in this epic confrontation.



KIRBY PINBALL

"Kirby must face the final challenge against the King... Dedede not Elvis!"

seeing your name at the top of the high scores etc. and aim straight for the top screen to face the tougher, end of table challenge.

Unfortunately (for Kirby's world) the bonus screens are quite a bit of fun, particularly the football challenge where goals mean points and anything up to 64,000 points can be earned. This does prove a distraction from the overall goal but provides a welcome respite

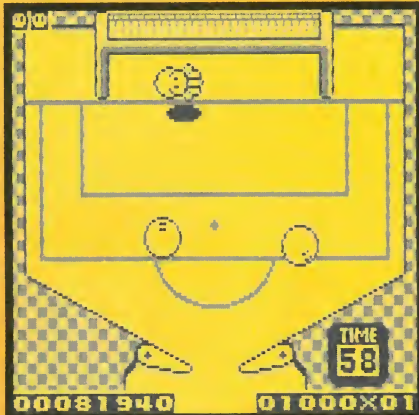
to the action when a particular screen gets a little too irritating.

What Kirby's Pinball manages to do is combine some of the usually seen features of a pinball game with a format that is quite incredibly simple to play.

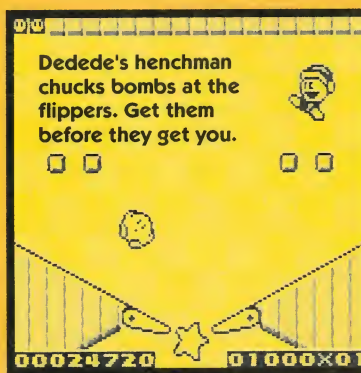
You have three Kirby's with which to save the world. If three lives aren't enough for you then with a little manual dexterity, timing and luck a Kirby which is lost beyond the point of no return can erm...well, be returned.

After a few plays you should have this little feature sussed and so can probably get three or perhaps four uses out of one ball. It won't be long before each game will last many, many minutes and you're clocking up scores scorching into the millions.

Such a supple wrist



Left: Score goals for a veritable cornucopia of points and bonuses.
Below: To be this good takes ages!



KIRBY'S PINBALL LAND

The graphics are enticingly cute. Kirby bounces around smoothly off the flippers and the numerous other objects encountered in this bizarre world. Sonics are likewise effective, encompassing the familiar beeps and buzzers of the pinball table.

Kirby will be soon going all out to defeat a table. Should the end of table challenge be overcome (and this will take time and practise) Kirby gets awarded a key and the opportunity to spell out the word 'extra'.

After defeating all three tables Kirby is confronted by that evil King

Dedede for his final challenge. Here he can rescue his homelander, and they can once again enjoy the pursuit of peace, prosperity and the Kirbyian way.

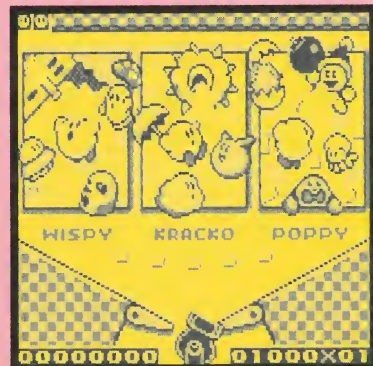
A lot of effort has obviously been put into the gameplay of this little gem. Practise does make perfect but it won't be too long before you're off and running up that high score table.

Features such as a slot machine on the Wacky table offer quite a bit of fun but also a stern test of digit dexterity. Timing, skill and heaps of luck are needed to succeed.

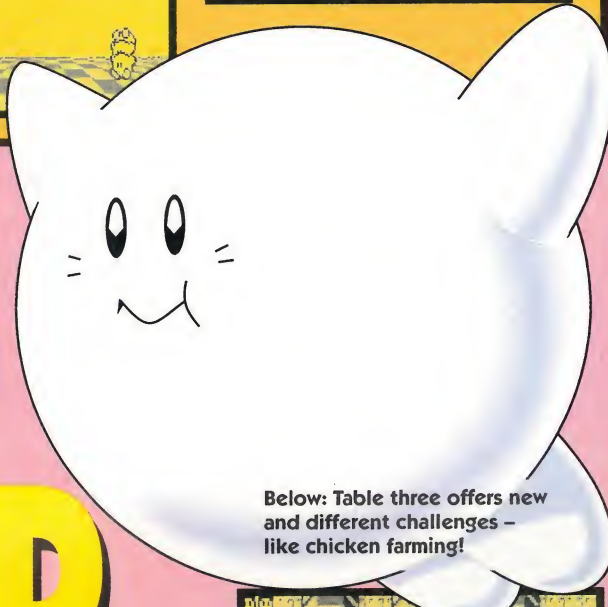
Kirby compares favourably against the other pinball games available, Pinball Dreams and Revenge of the 'Gator although there isn't the kind of intense, fizzing, banging, buzzing and beeping which hardcore pinball fans will recognise. Kirby is a more sedate bounce around, with splatterings of high speed, quick reflex action in between the cutesy fun.

Kirby's Pinball is a bit of a treat for everyone. A top notch pinball simulation with plenty to keep you amused for hours. Nobody could dislike its style, not even those with the hardest of hearts. **ROB SMITH**

"High speed, quick reflex action in between the cutesy fun"



Above: Pick a table, any table. Here's your starter for ten. Wacky, Kracko and Poppy offer all manner of fun.



Below: Table three offers new and different challenges – like chicken farming!



GB PANEL



OFFICIAL RELEASE

PUBLISHER Nintendo

GENRE Pinball

RELEASE DATE Early March

PRICE £24.99

What damn good fun (can I say damn?) (oh go on then – Ian) Kirby's Pinball is. The three tables don't quite provide endless game playing opportunities but there are still a lot of intricacies to work out. My only question mark is over the fact that once you are accomplished in the various techniques needed to score highly, each game can take hours to play without much headway actually being made.

Luck matters quite a bit. One game everything might go swimmingly and the next, well, a calm nerve will be needed to avoid lobbing your Game Boy at some hard surface (don't try this at home kids). Just like the real thing, I suppose. First rate, top notch, jolly fine, spiffing and all that.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

89%

Frying tonight



Left: One of the more unlucky visitors to the Castle hangs around. Below: A guardian hinders Harker.



Ha ha ha, I vont to bite your neck, ha ha ha. Bram Stoker just didn't know what he was starting with this Dracula jaunt. Its latest manifestation appears soon on a Game Boy near you...

BRAM STOKER'S DRACULA

form of combat, blasting them with a Kalashnikov seems more suitable, but it'll burn a vampire as hideously as it would some mucky little urchin refusing to have his bath. Torches and axes are also available to send the crawling slime of the undead world back to their pits.

To this end Harker spends his days searching through the forests of Transylvania, through the castle of Dracula, an Abbey and 19th century London for those items which're gonna bring the dark lord's reign of terror to an end. Can't just nip into ye olde vampire slayers shop and buy death inducing equipment - this isn't America, y'know!

As dusk descends over Transylvania all manner of ghosts and ghouls and denizens of

Dracula walk the earth. Harker now has to use the waking time of these beasts to track them down and blast them into oblivion.

The game tries to closely follow the plot of the Coppola film and, as such, is split into scenes. Each of the



Above: Run away, run away. A ghostly apparition scares him half to death.

seven stages comprises of a day time scene and a night time scene. A search during the day involves the intrepid hero in a standard platform adventure featuring moving ledges, spikes which suddenly appear from floor and ceiling plus fireball spouting gargyle statues, y'know the usual Transylvanian kind of entertainment.

The graphics are really out of the top draw and convey the kind of dark and atmospheric feeling recently seen in Batman: The Animated Series. Castle Dracula is

The movie starring Gary Oldman and Winona Ryder appeared on these shores early in 1993. It's taken a while for the game to be released on a basis that actually involves putting carts in shops but the wait seems to have been worthwhile.

In Dracula you play the role of vampire hunter Jonathan Harker. Not content with a more mundane and awful lot safer job in a bank or something, young Mr. Harker would rather chase vampires.

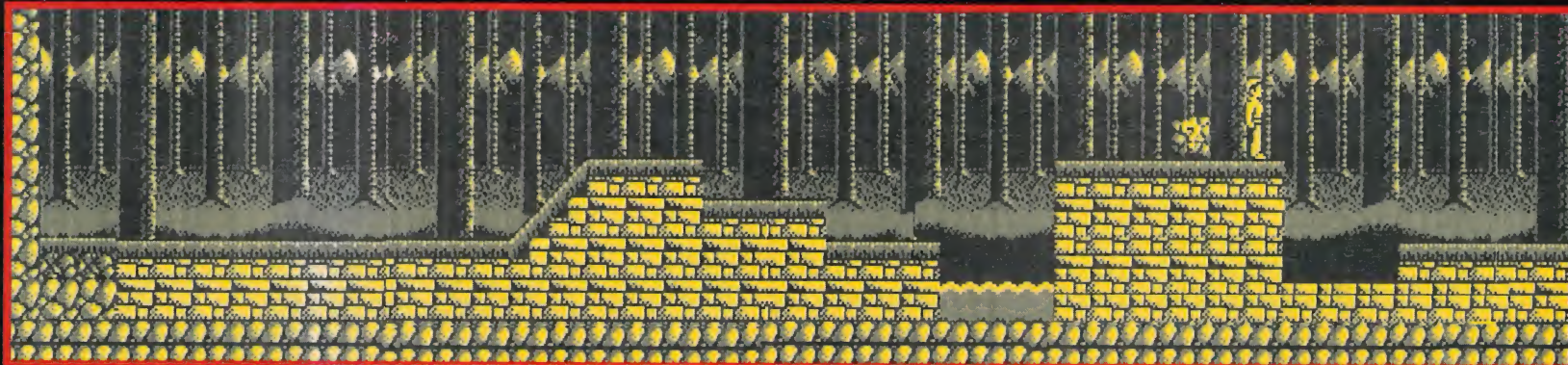
Now let's get this straight, vampires are dangerous. They have an

insatiable appetite for blood. They also have very few weaknesses, the supposed holy power of a crucifix offers only limited protection.

So what does Harker have to do to defeat this Lord among the undead? Well, by collecting an arsenal of weapons, including holy water and crucifixes, he has the means to carry out these awfully heroic deeds.

Now throwing a bucketful of holy water at an adversary may not appear to be the most effective

"Vampires are dangerous... with an insatiable appetite for blood"



Above: The dark, imposing forests of Transylvania loom around poor Harker as he wanders full of hope towards the dreaded castle's overlord. Pits can bring instant

GAME OVER



HARKER'S DRACULA

portrayed in the kind of chilly stone architectural feel that reflects its dark and cold master.

Harker runs around the castle at great speed with the foreboding backdrops scrolling smoothly along as he goes. There're the usual leap and fire buttons. Harker's leaps are just astounding. Over gaping chasms and ghoulish lakes he bounds with seemingly spring loaded boots.

The sonics are also used to good effect to bring out

the chilling atmosphere with spine tingling noises from the Hammer horror repertoire of scariness.

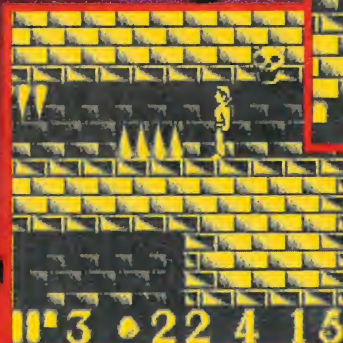
A number of challenging puzzles lie underneath what could be an incredibly bog standard platform adventure. Dracula is a little more than that. As Harker progresses into the film the traps and tricks become ever more taxing. Zombies and ghosts appear with alarming regularity requiring you to have a lightning quick trigger finger. If you don't, well, you'd better get a fang-sized toothbrush.

"The tricks and traps become ever more taxing as you progress"

Children of the night



Right: A lantern marks the restart point. Below: Leering gargoyles look on as Harker surveys the trap laden path.



Left: Across floating platforms Harker has to fight ghosts. Right: A dark and deadly manifestation of the evil one.



Right: This heinous denizen of evil sucks Harker in with a cold, evil force.



There are three difficulty levels. Easy is exactly what the name implies. On this level the game consists of just two scenes and each of the weapons to collect has 30 uses. The game proper comes to light on hard level. Here Harker has only ten uses for each of his weapons.

Care and judgement are needed here since he can't just wade through a level bristling with Arnie style machismo blatin every minion of evil

that wanders into his path off into oblivion and beyond.

Switches to flick and bonus rooms to seek out add to the adventure of travelling through this haunted conundrum of creepies. Everything, however, isn't quite perfect. Some of the clash detection is a bit dodgy which is quite infuriating when you think you've avoided some peril,

only to collapse in what is best described as a sorrowful heap.

This, coupled with a touch of unresponsiveness in the controls, is disappointing. Fortunately the strong points of the level of challenge plus the general ambience of the game outweigh these nagging criticisms, just.

Dracula offers quite an effective platform conversion of the film in a genre which has seen attempts ranging from the dreadful to the quite sparkling.

This is at the top of the 'quite reasonable' pile. **ROB SMITH**

GB PANEL



OFFICIAL RELEASE

PUBLISHER Psygnosis/Sony

GENRE Platform

RELEASE DATE Out now

PRICE £24.99

I had a few reservations about Dracula at first. After putting the setting on to hard though, things picked up very nicely. A really top job has been done of creating the dark, menacing atmosphere.

The jerkiness of some of the moves and the occasional lack of response from the controls is highly irritating but the overall challenge is addictive enough.

A selection of power ups used in this quest adds a bit of thought-provoking gameplay to the proceedings. Tactical awareness soon becomes important with careful judgement needed to guess which icons to collect and which to leave should you die, 'cos they don't get replaced.

A great challenge against a fearful adversary.

GAMEPLAY

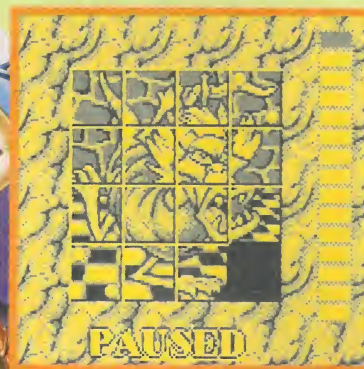
PRESENTATION

LASTABILITY

OVERALL

85%

death or reveal short cuts to knowing the secrets of Dracula.



Left: Reassemble that lovable rogue Franky. Above: Four by four grids are tricky. Once done things get even harder.

ON THE TILES

Franky, Joe and Dirk, fresh from their own adventures have joined together for a dollop of fun and frolics. They're hitting the highlights of the town for a night 'On The Tiles'. Allegedly. So where's Mac?

So what heroic adventure have Elite set up for this trio? A daring mission for deadly Dirk? A frightening encounter for fearless Franky? A jurassic jaunt for jovial Joe? Erm, no, not quite.

On The Tiles has nothing to do with adventure, or drinking, or amusing high jinx. It's a puzzle game of the Splitz variety. And that's it.

So what is there to enjoy? Well, let's see... well, er, there's, um yes... some puzzles to do. The rearrange-the-tiles-to-make-the-picture type. A completely mind-numbing 32 to be exact. I'm not kidding.

This is where the three protagonists come into it 'cos the pictures feature them. Various poses are included. Seems like they threw in a top photographer and some dramatic locations to try and bring these dazzling portraits to life. Oh well, it nearly worked.

Now, these piccies have been rearranged so they could pass as genuine Picassos. In time honoured fashion you have to sort out the mess with some carefully selected moves.

The pictures start with small three by four squares but get gradually bigger and more difficult.

Mind you, it's not that straightforward. Icons appear at random on the tiles and need to be picked up or avoided. A ticking time bomb is just one of the problems. Fail to move the tile before



Above: Here's your starter for ten. A nice simple piccie still causes hassles.

it reaches zero and you're history, blown to smithereens in a thundering 'Kaboom'. Other icons include extra time since these puzzles have to be completed within a very restricted time limit.

By far the most useful icon, and not surprisingly the least common, is the gyroscope. Move the tile on which it appears and you complete the picture automatically.

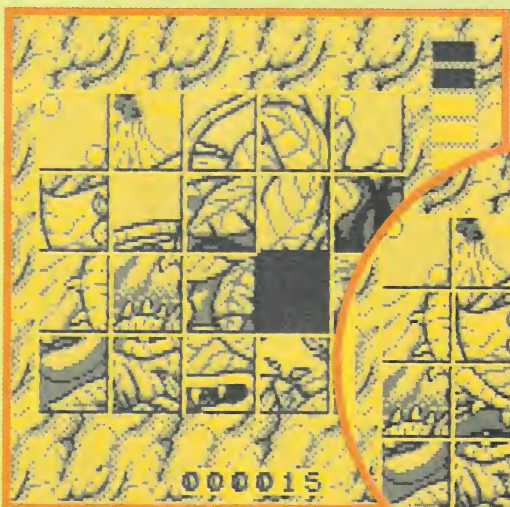
This little device is incredibly handy for completing the really difficult pictures but it seems to defeat the object of the exercise.

An appearance by the mad professor can stitch up your carefully constructed picture and result in the Game Boy suffering a stream of verbal abuse.

On The Tiles really is one of those games which get consoles a bad name. We've seen the documented evidence of temper loss while playing games - so a word of warning, don't even attempt this game unless you're a placid tempered kind of soul.

ROB SMITH

"On The Tiles is a puzzle game of the Splitz variety, and that's it"



Above: Can you get that jumbled mess to even vaguely resemble the fine portrait (right). Difficult? Not 'arf!



GB PANEL



OFFICIAL RELEASE

PUBLISHER Elite

GENRE Puzzle

RELEASE DATE Out now

PRICE £24.99

This certainly isn't what I was expecting. Using the three characters who've become household names on the 'Boy I thought we'd have a bit of time-tripping adventure. Begin with a prehistoric rumble, move on to chivalry and sorcery, before ending with a spell of gothic amusement.

Alas no. It's Splitz with different pictures and man is it infuriating. The puzzles are hard, even if you can get your head around this kind of challenge. If you can't, well, you've been warned.

Steady graphics, average tunes in a style of game which you really have to know and enjoy. It won't create any converts to the cause but it certainly proves a challenge. I should also admit to finding it annoyingly addictive.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

71%



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TOUGH ENOUGH...
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**PC COMPATIBLES
CBM AMIGA**

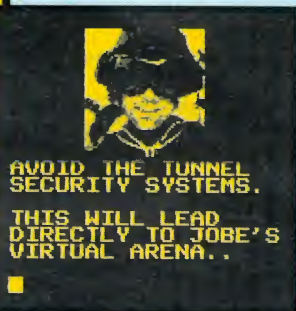
**GAME BOY
SUPER NINTENDO
ENTERTAINMENT SYSTEM**

**Nintendo
ENTERTAINMENT
SYSTEM**

Virtual Socks



Left: Monkey magic! These crazy chimps are on the rampage, killing whoever gets in their way.



Above: Complete these puzzles for extra life. Left: The story so far, as seen between the levels.

THE LAWNMOWER

God made him simple, science made him a God. Indeed. Now Storm introduce him to Game Boy land. Forget all that Virtual Reality stuff. Jobe's here...

The Lawnmower Man, as everybody knows, is the latest word in Virtual Reality movies. Although released in 1992, the movie wasn't as big a success as anticipated so it'll probably become a cult classic.

Storm have taken their time in releasing the games (the SNES version only appeared recently too). The time has certainly been well spent. Storm have really made sure they've released a quality product.

Before beginning, if anyone is still wondering where the Lawnmower Man actually came from, it was originally a short story by Stephen

King who later disowned the movie as the final cut bore little resemblance to his short story.

The hero of the movie, an adult with a mental age of six, was played by Jeff Fahey. His only form of job is mowing lawns, hence the name. After some Virtual Reality treatment Jobe becomes the most brainy guy in the universe. Honest.

He then begins to turn nasty.

From sub-level to end of level nasties, there's so much to do and so much variation it isn't funny!

From car racing to platform stages this is one helluva rollercoaster ride into Jobe Smith's virtual world.

Beginning in the real world, you'll have to blast monkeys and evil cronies into oblivion stepping inside the numerous Virtual Reality portals along the way. Blast the portals to access them.

Following the plot of the movie pretty closely seems to be the order of things of late with Indy and the Star Wars carts being the pick of the crop. The Lawnmower Man is no exception to this.

"Storm have made sure they're releasing a quality product"



This is one of the 3D sections. These don't pose much of threat to be honest but they look good.

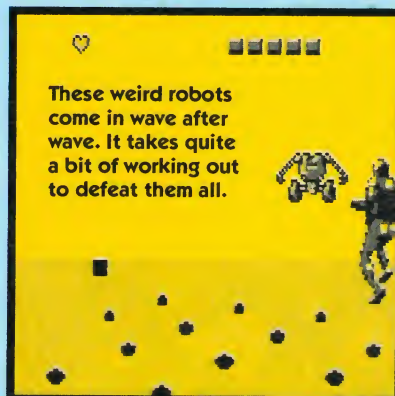
After the streets it's straight into Jobe's virtual nightmares, including 3D zones, battles with numerous oddities, some flying skills and a few mental puzzles.

After battling through each mini stage you come across an end of level guardian to defeat. Why anyone would spend their valuable

Virtual Parachutes

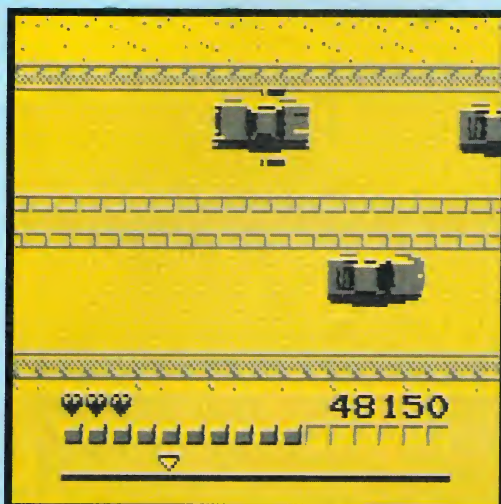


Left: More problems with the evil Jobe Smith. Some nifty target shooting is in order if you're to progress any further.



These weird robots come in wave after wave. It takes quite a bit of working out to defeat them all.

Right: A top Starsky and Hutch chase through the streets is the order of the day here. There are no prizes for careless driving.



Virtual Fish

Left: More traps set out for you to avoid. This can be a little tricky at times. Try to keep steady.

Above: The computer terminal holds puzzle sections giving extra lives. Get your brain in gear.

WER MAN

time doing battle with a petrol pump is a mystery to me but your first guardian is a pair of petrol pumping pipes! Whatever next? Worms toting crochet hooks?

Taking into account the limitations of the Game Boy, the graphics are some of the most ambitious and bold to date. After seeing the SNES version I was sceptical as to how the graphics would transfer to the 'Boy. I was shocked by the impressive results.

The graphics succeeded and nothing has been lost on the game-play front. Easy and simple controls make the game incredibly playable and all the more enjoyable in the long run.

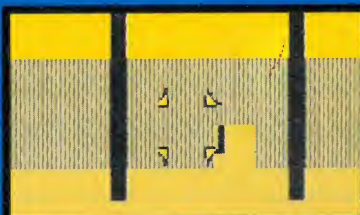
Unfortunately there are no continues or passwords but this just adds to the overall challenge. Your score comes in both percentage form and as a total. You get points

for shooting things and the percentage score marks how much of the game you've completed. Don't ask me why they had to have two in.

Beginning each game with four lives it's possible, by collecting the CDs left when you've killed an enemy, to improve your health so you don't lose a life instantly when hit. Something like that anyway.

If you haven't already gathered, The Lawnmower Man is unique in its existence with so many different styles for the levels, graphics and the quite horribly addictive gameplay.

The main downfall for the most part is once you have played a few times you begin to know exactly what will appear next on some stages, except the car driving. That is a mad dash to go the distance without dying. Your best chance of



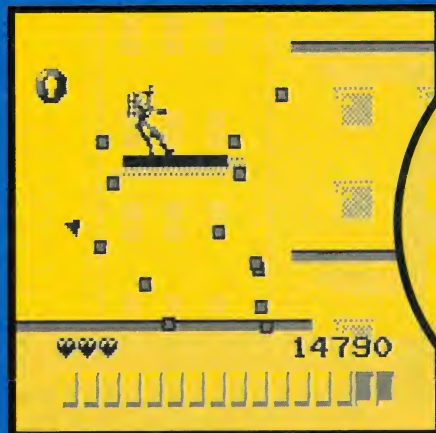
Slalom racing with a difference. One wrong turn and you lose a life.

survival is to collect the missiles along the way which someone has kindly left lying in the road.

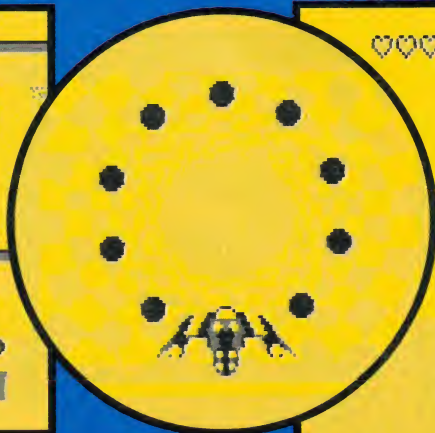
With a sequel movie already in the pipeline you could do worse than give this a closer look. If you didn't enjoy the movie, which was an improvement on Tron as I'm sure you'll agree, well then this will more than make up for the disappointment. It really is an excellent game indeed.

ANDY SHARP

"Easy and simple controls make the game incredibly playable"



Above: An enemy explodes with terrifying force. Round window: Avoiding the numerous traps put down to stall you.



Jobe shows himself. It's your job to trap him inside the hexagons to prevent further mayhem.



GB PANEL

THE
**LAWNMOWER
MAN**

OFFICIAL RELEASE

PUBLISHER Storm

GENRE Just about all of them

RELEASE DATE March

PRICE £24.99

I must admit when somebody thrust this cart under my nose I had many reservations about it. Mainly because the movie wasn't all I'd hoped it was going to be. Having already seen the SNES version this certainly had an awful lot to live up to.

Instantly playable, Lawnmower Man soon became a must play around the office. With all the variation and neat sub-levels (not too long and widely different) this cart simply couldn't be put down again. Even if you completed the game you'll always want to have another play. Something that can't be said for the vast majority of the carts around at the mo. Miss an opportunity to play this and you'll be kicking yourself for an ice age!

GAMEPLAY

PRESENTATION

LASTABILITY

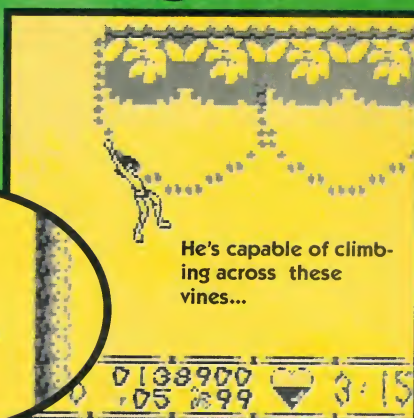
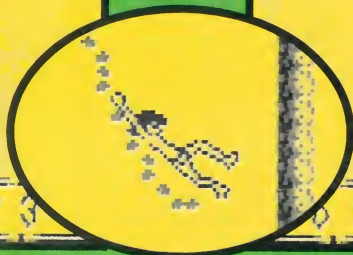
OVERALL

91%

King of the swingers



Below:
Mowgli uses
the vines as
a way to get
around the
jungle.



He's capable of climb-
ing across these
vines...



...and swinging off onto other vines or
platforms.

© The Walt Disney Company

Another movie licence is about to be unleashed from its chain this spring. Not one of the recent blockbusters, but one of the most famous Walt Disney animations ever. A film as brilliant now as it ever was.

Remind me not to begin mentioning any of the cliched song words throughout this review. I'll do my best to remember myself.

The Jungle Book still pulls mass audiences worldwide in cinema theatres so it really was inevitable that a game would surface eventually.

As seems to be the norm nowadays, apart from a few exceptions, it's a platform fest consisting of collecting items from different places before exiting a level.

THE JUNGLE

Twenty seven years after the release of the animated classic, Virgin release the Game Boy platformer, bringing Mowgli and friends into the 90s.

Following the plot of the film pretty closely, Mowgli has to overcome the unfriendly advances made by a bunch of mad monkeys and terrifying tigers. Ultimately his goal

is to reach the Man-Village and safety once again.

Mowgli, being a pretty resourceful chap, uses whatever comes to hand to defeat his adversaries. This includes bananas, boomerangs and his trusty blowpipe for which he needs to collect nuts for ammunition.

Each level brings about a new challenge, including Kaa on the Great Tree level. After the completion of any level comes a small bonus section allowing Mowgli to build his score up some more.

Let's face it, Mowgli is no Arnold Schwarzenegger on the biceps front, and to be brutally honest looks a bit of a wimp. With his puny

arms and legs it's surprising he lasted more than 30 seconds in the terrifying jungle.

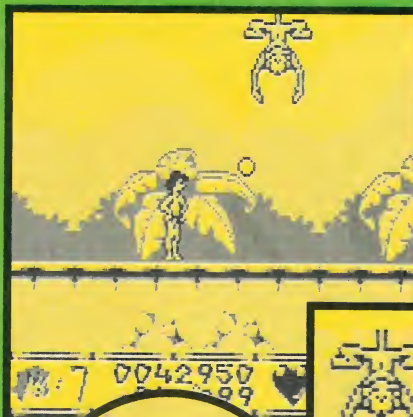
As things stand he is a skinny kid lost in a wilderness. The most notable thing about the graphics on first glance is how close to his animated counterpart Mowgli is. He moves with the same 'grace' as the original. That's how much attention has been paid to the finer details of this game!

All the main characters from the movie are here at some time or another. Minus the horribly catchy songs of course.

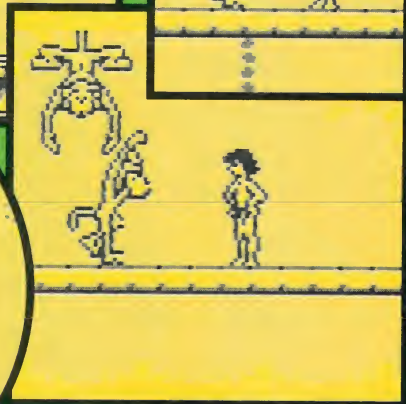
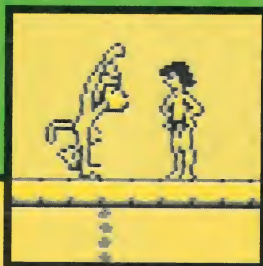
The game consists of numerous levels from the Jungle by day to the

"All the main
characters from the
film are here
at some time"

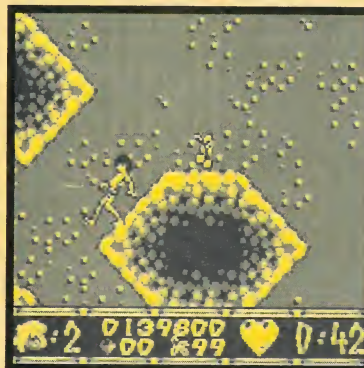
I wanna be like you



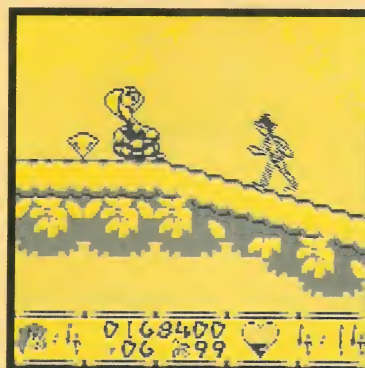
Primates are all over the
place. They appear from
almost anywhere. They need
some serious amounts of
bananas thrown at them.



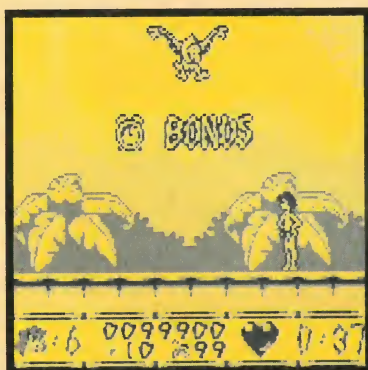
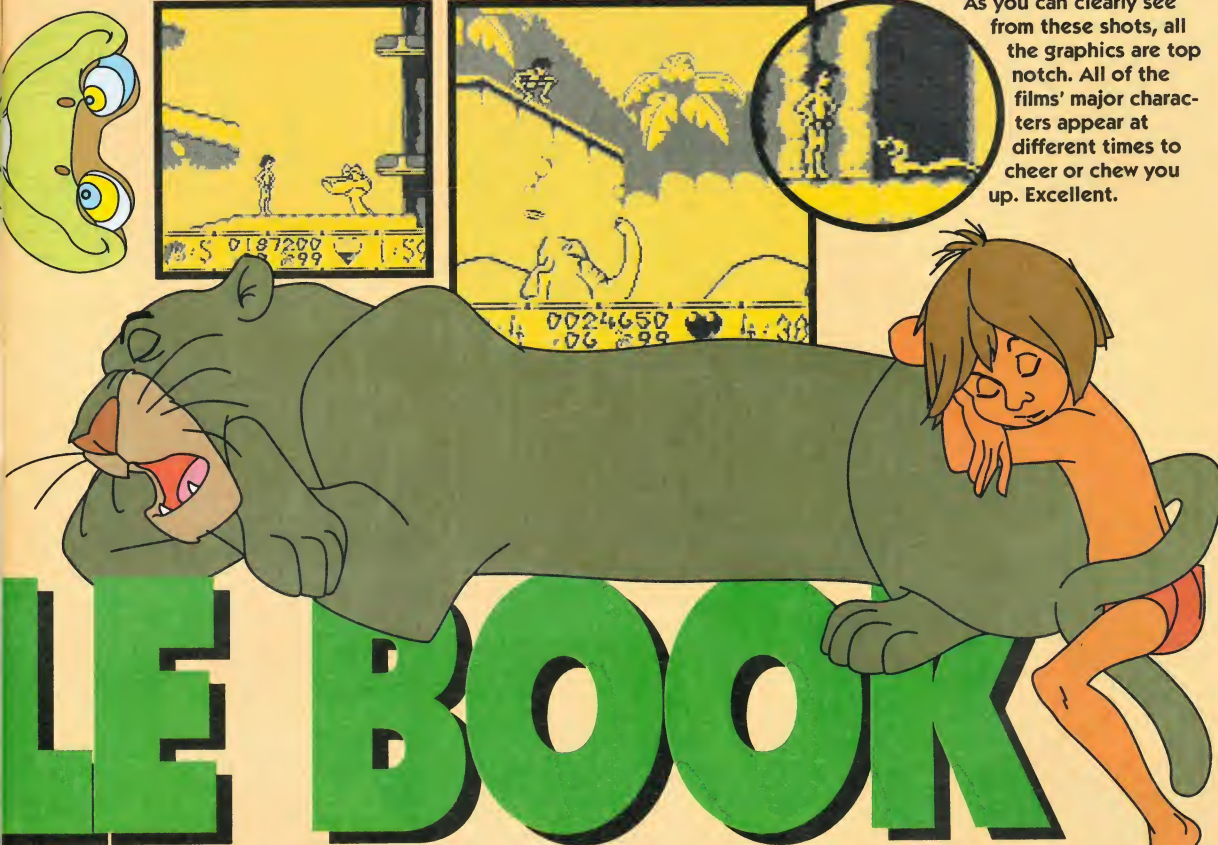
Left: The falling boulder will propel you
to new heights. But do you have what it
takes to succeed when you get there?



After a level is completed a bonus
stage will have to be tackled. Use the
rocks and spring to your advantage.



Cobras will be guarding some of the
crystals. There's nothing a banana or a
boomerang wouldn't sort out though.



Follow this bonus display you'll fall nicely into a bonus stage.

Great Tree to tackling alligators and coping with falling rocks and hungry piranha fish along the way.

To complete any stage you have to collect enough diamonds. How many you need is shown on the main weapons and score panel. At any stage you can change weapons,

assuming you've picked the icons up of course.

There are no passwords given out between stages, but there are plenty of continues if you wish to carry on playing.

Smooth, quick scrolling adds to the overall playability

of this movie licence, along with that song from the film, you know, the one with the singing bear. Right, I promise not to mention those songs at any time from now on.

At some stage you'll need to swing from vine to vine and this is as simple to control as the rest of the moves.

Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve nowadays. Only a handful

of recent releases hold their own against The Jungle Book.

Speedy Gonzales, Duck Tales 2 and Batman are the main competitors to this. Speedy is its greatest rival because of the similarity in gameplay and addictiveness.

After a bit of a slow patch for platform games it seems someone is making an effort to put some quality on the shelves.

If you were beginning to lose faith in platform games

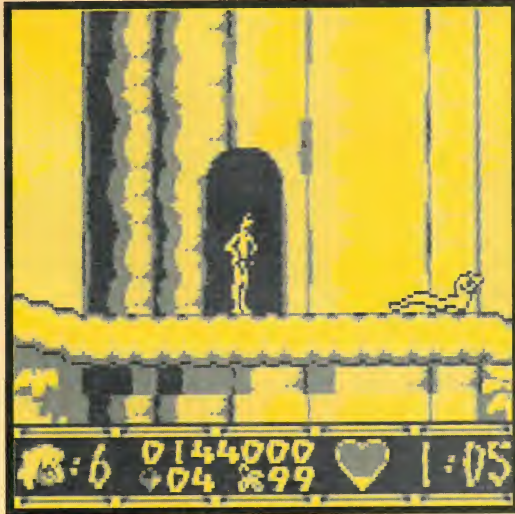
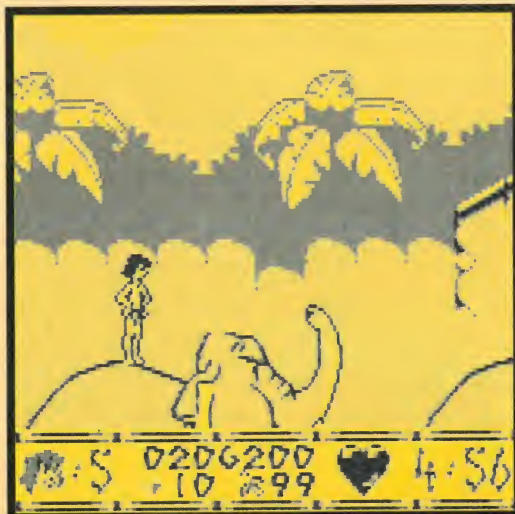
after all the very average carts being released then don't. You'll be doing yourself an injustice if you let this pass you by. The Jungle Book is no ordinary platformer, it's a bear necessity of life. Sorry, but I really did have to say it at some stage. All apologies.

ANDY SHARP

"Only a handful of releases hold their own against The Jungle Book"

Left: The Dawn Patrol give Mowgli a little helping hand on his search for the crystals.

Right: The Great Tree is strangely complete with elevators. Don't ever recall that in the film.



GB PANEL

The Jungle Book

(C) 1994 THE WALT DISNEY COMPANY

(C) 1994 VIRGIN INTERACTIVE ENTERTAINMENT

DEVELOPED BY EUROCOM

PRESS START TO BEGIN LEVEL: NORMAL

OFFICIAL RELEASE

PUBLISHER Virgin Games

GENRE Platform

RELEASE DATE Spring

PRICE £24.99

No sooner had I begun playing than I was hooked. It has everything a platformer needs. Although not the most original concept, ie. collect diamonds before exiting the level, as far as graphics, gameplay and longevity are concerned it's the tops. Mowgli moves like his movie buddy and certainly has the same puny features.

The Jungle Book contains all the elements that make the movie the classic it is today. From the cute characters to those annoyingly catchy songs I still remember from when I was about six and went to see the film for the first time.

If there is a fault it's the lack of a password system but this really is clutching at straws. A beauty!

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

90%

SMARTER *than the* AVERAGE



Yogi Bear

Above: A Pirate Ship provides many tests of guile for the smarter-than-average bear. Right: Not the best place to stop for a dance. Yogi takes all the challenges in his stride.

INTER- RAGE

Heeeeerre's Yogi! Rob Smith takes a peek at the genius of Hanna and Barbera, creators of Yogi, Fred Flintstone, Scooby Doo and many, many more.



All artwork © 1993 Hanna Barbera Productions, Inc.

Something certainly happened when William Hanna and Joseph Barbera blended their collective talents and experiences together. The company they formed has become synonymous with Saturday mornings and the cartoon business.

Joseph Barbera, the son of Italian immigrants, was born on the Lower East Side of New York in 1911. After graduating early at the age of 16 from Erasmus high school he managed to find work in a bank. Not exactly his first choice of career, Barbera spent his nights drawing cartoons for various magazines.

During his lunch time he would race to the offices of Redbook, Collier's, The New Yorker, The Saturday Evening Review and Judge magazine. There he would deliver his new cartoons and pick up those which had been rejected. When a letter from Collier's arrived with a \$25 cheque enclosed Barbera couldn't believe it.

A job as an animator at the Van Beuren Studio turned up in 1931 as the depression swept the country. Although his experience amounted to just four days at the Fleischer Studios Barbera applied for the job and got it. At the Van Beuren Studio Barbera proved himself a class animator and managed to pick up the skill of plotwriting.

Finding himself out of a job by 1936, Barbera found himself back in one after a visit to a friend at the Paul Terry cartoon studios. Terry had been producing the popular 'Terrytoons' but had cultivated a strong dislike for the Disney studio. Walt tended to poach all his best animators. Terry offered Barbera a job to stop him going over to the evil house of Disney. Joe Barbera finally had the chance to make cartoons his way.

William Hanna was born in Melrose, New Mexico in 1910. After High School he majored in Journalism and Engineering at Crompton Junior House. Structural engineering gradually lost its appeal for some reason.

Hanna heard of a newly formed animation cartoon company called Harman-Ising Studios. The two young and talented artists running the company were Hugh Harman and Rudolf Ising, former colleagues of Walt Disney.

Hanna began by painting cels (the celluloid sheet on which characters are inked and painted) and punching animation paper. In this fast growing company he became head

of a department within a year and soon began writing music and lyrics on the cartoons Harman produced.

Harman-Ising soon signed up with the huge MGM operation and Hanna's team was plunged into a time of tremendous creative activity. Now Hanna expanded his skills by joining the writing staff. Applying his musical talent as well as his new found writing skills he formed a unit with artist Paul Fennell producing cartoon musicals.

By 1937 MGM had decided to start their own studio and brought in Fred Quimby to oversee operations. Quimby's first job was to hire an in-house animation team. He brought in Hanna from Harman-Ising as a writer and director and then looked to the east coast, where Joe Barbera resided. He was hired as an animator.

From MGM's entry into the cartoon world came Hanna and Barbera's first collaboration. Called "Puss Gets The Boot" it shaped up as a dynamic action extravaganza and marked the start of the now legendary Tom and Jerry series.

Competition from the rapidly expanding television business even-

tually persuaded MGM to reluctantly sacrifice their animation department. So, in 1957 William Hanna and Joseph Barbera finally launched their own production venture with the intent of bringing together the best animators, writers and voices in the business.

Their first effort was a six minute animated series for NBC. Ruff and Reddy brought together a quick thinking cat and a dim witted dog. For just \$2,800 they proved that quality laugh-inducing cartoons could be produced at a fraction of the \$50,000 MGM had earmarked for a similar project.

Their first all-animated series came in 1958. The Huckleberry Hound Show won Hanna-Barbera an Emmy award in 1960. This success paved the way for the Quick Draw McGraw series. Both were half an hour long and featured three separate cartoons.

This format allowed a whole host of characters to be introduced to the American public. Like Mustang Lawman McGraw and his sidekick Baba Looey, pesky mice Pixie and Dixie and, coming straight from Jellystone National Park, one Yogi Bear and Boo Boo.

continued...



Yogi Bear in Yogi's Goldrush

While it still awaits approval from Nintendo for release, here's a taster of a few more screens of this platform extravaganza.

Yogi has to travel through levels of humungous proportions collecting, as you might expect, his favourite picnic baskets along the way.

We can't divulge too much info on the detailed specs yet but suffice to say it's looking a treat. GB Action will be there first when the finished product appears. Be sure to look out for the top review.



The endearing popularity of Yogi's picnic basket snatching antics earned him his own series in 1961's *The Yogi Bear Show*. A feature film followed in 1964 entitled 'Hey There It's Yogi Bear'. A star was born.

Yogi is the smarter-than-the-average-bear that has retained his appeal for over thirty years. There's barely a TV channel that hasn't screened some of the hilarious antics of this mischievous bear at some time or another.

Further Hanna-Barbera successes came in the guise of the first cartoon series sit-com, *The Flintstones*. The fun, laughter, frolics and pitfalls of life in the stone age made the names of Fred, Wilma, Barney, Betty Pebbles and Bam Bam famous to legions of adoring fans. Fred and Co are even set to follow the likes of Batman and star in their own full length feature film (out a bit later this year).

Following the fortunes of cartoon families obviously hit a chord with the public as 1962 saw the appearance of the space age family *The Jetsons*. George, Jane and the kids

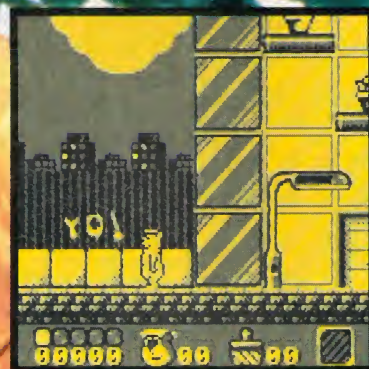
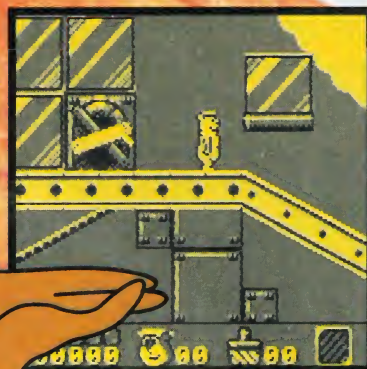
Judy and Elroy enjoyed regular airings on Saturday mornings for well over 15 years. They indulged in a little mingling of ages in the 1987 tele-movie *The Jetsons Meet The Flintstones*. A starring role in their own feature *The Jetsons: The Movie* followed in 1990.

The Hanna-Barbera studio produced some other top quality cartoons during the sixties. Among them came *Top Cat* whose group of ragamuffin friends broke somewhat with the tradition of single characters and organised families.

One of the most popular of Hanna-Barbera creations (are there any which weren't?) is *Scooby Doo*. Originally conceived as an action/adventure cartoon, the cowardly Great Dane in the lead role stole the limelight completely. So a comedy it became.

Scooby helped a group of unlucky kids who always seemed to be running into nasty villains. He was always on hand to help out, even if it was more by luck than judgement at times. And these kids always got their man. Who remembers "And I'd have done it too if it wasn't for you pesky kids"?

The Hanna-Barbera studio continued to develop and compete with the hugely popular Disney studios as innovators in the cartoon world. In the seventies *The Last of the Curlews* won an Emmy as did the musical feature *Charlotte's Web*.



The appearance of the little blue skinned Smurfs, created by Belgian artist Peyo, in 1981 provided another boom time. Popular among kids and parents alike these little characters attacked social issues such as prejudice and drug abuse.

A two hour solid block of animation for Sunday mornings appeared in 1985. The *Fantastic World Of Hanna-Barbera* brought regular and extended airings to the wide range of animation now being produced by the studio.

In 1988, in recognition of the feats of this dynamic duo, the Academy of Television Arts and Sciences presented them with the Governor's Award in honour of 50 years of outstanding achievement. Hanna and Barbera won seven Academy Awards and eight Emmy's.

Not surprising for a company which has produced 3500 hours of animated programmes. Their cartoons have been seen in more than 90 countries and translated into 22 different languages. Sounds pretty impressive, huh?!

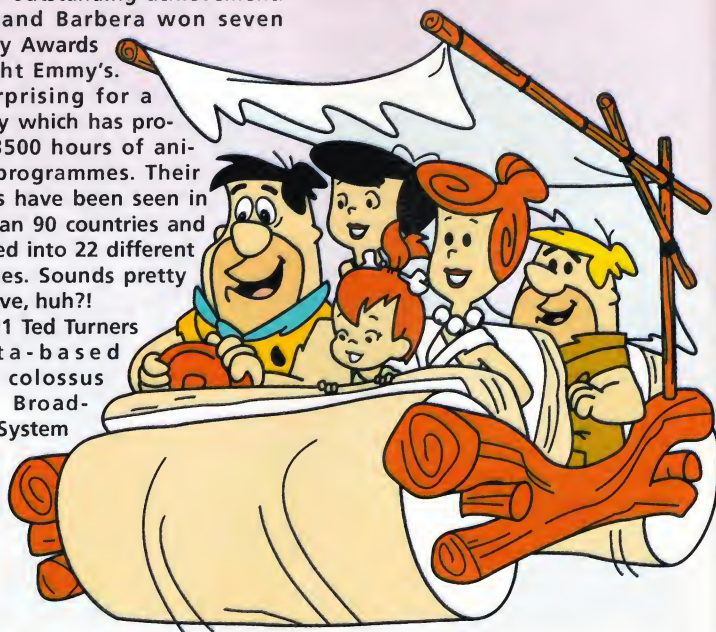
In 1991 Ted Turners atlanta-based media colossus Turner Broadcasting System

Inc. acquired the Hanna-Barbera production company.

The company continues to flourish with its two founders still involved in various projects including participating as executive producers on the forthcoming film of *The Flintstones*.

Hanna and Barbera, and their characters, also do lots of things for charity. Yogi Bear's philanthropic resumé includes being named California's official spokesperson for earthquake preparedness and in 1989 he began work as spokesperson for D.A.R.E - Drug Abuse Resistance Education. A well worthy cause.

Hanna and Barbera, smarter than the average animators.



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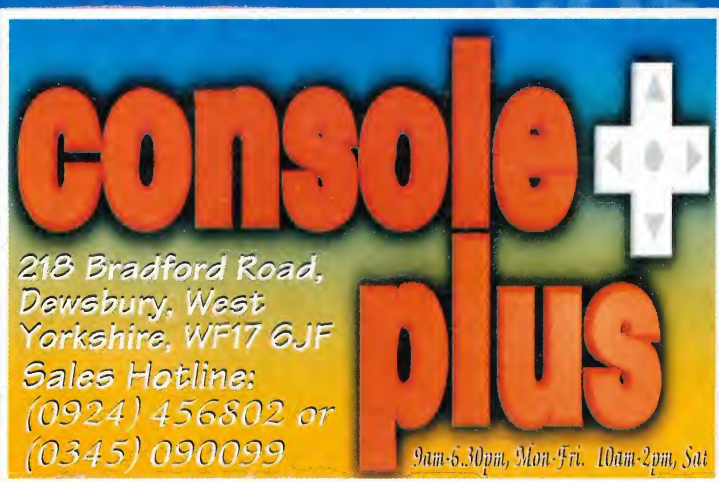
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Those purveyors of the finest Game Boy games, Titus, have a wicked compo for us in conjunction with the imminent release of Prehistorik Man.

The winner will receive a framed picture of the original Prehistorik Man artwork – a limited edition of one, it's sure to be worth megabucks when you proudly show it off on Antiques Roadshow in thirty years' time.

Along with that amazing prize, the winner will receive a Titus rucksack packed with Prehistorik Man related

goodies (and we certainly don't mean Bill Oddie – boom boom).

Four runners up will also receive a Titus/Prehistorik Man rucksack for their troubles. Entering the compo couldn't be easier. All you need do is answer the three questions below correctly and send 'em off to the address on the coupon.

May the best person win! Having said that, it'll be the first five people pulled out of the GB Action dinosaur egg that'll win regardless of how good or bad a person they are.

QUESTIONS

1) Which of these is an accepted term for man at a certain evolutionary stage?

- a) Haway man
- b) Neanderthal man
- c) Patrick Swayze man
- d) Elephant man

2) Dinosaurs roamed the earth long before prehistoric men – true or false?

- a) True
- b) False
- c) Maybe
- d) Doesn't matter

3) Prehistoric men used which instrument to bang each other over the head with?

- a) Hammond organ
- b) Trading Standards daffodil
- c) Glockenspiel
- d) Club

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Answers to be in by 25 MARCH 1994.

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Nintendo®

HOTLINE

In 1985, Mattel started distributing the NES, but it didn't take off. It wasn't until 1989 when Bandai took over the distribution that the NES started to sell.

The Americans and another couple of countries already had hotlines, so Britain followed suit and on the 1st January 1991 Bandai opened the UK Nintendo Hotline. As the NES grew, so did Bandai.

By Christmas 1991, Bandai extended their offices from Fareham to Southampton. It wasn't until early 1993, however, that Nintendo decided to take over distribution of their product.

Initially, there were only five Hotliners. By 1992 there were seven and today there are 10. Every day, each Hotliner takes around 250 calls. The bulk of these concern the large adventure games such as Zelda, Lagoon and Shadowrun.

The Hotline strives to give help on most Nintendo games and selected third party releases. The Hotline has continued to grow into one of the most valuable departments in Nintendo.

GB Action's proud tradition continues with the next instalment of the Official Nintendo Hotline. This month, the professionals at Nintendoland HQ have brought us a Kirby special.



A scene from *Mystic Quest*. Check out the tip below for guaranteed success. One of the biggest RPGs ever seen on the Game Boy, it has since been eclipsed by *Zelda Link's Awakening*.

Select. Now use Start, Left and Right to the 'A' level and then press Start again.

Kirby's Dream Land

To make the game harder, on the title screen push up and select and the words 'extra game' should appear.

Battletoads

Press and hold: down, A and B, then press start to receive five lives.

Mystic Quest

Q. I've gone to the town of Jadd with a bag of Fang and have been given the clue 'Palm trees and eight', what's this mean?

A. Go south from Jadd and go to the left oasis. Next to the oasis you will

Hunt For Red October

On the title screen press and hold the following buttons to enter the level select screen:

Left, Right, B, Select, Left, Right, B,

(0703) 652222

The New Guilty Parties - Marc And Justin



Justin (Fat bloke)

Age: 21

Fave Game: Flashback

Fave Band: Take That (not)

Fave Food: Anything with chicken in it

Fave Film: Abyss

Pastimes: Going to bed early with a good book and a cup of warm cocoa (as if)



Marc (Stretch)

Age: 20

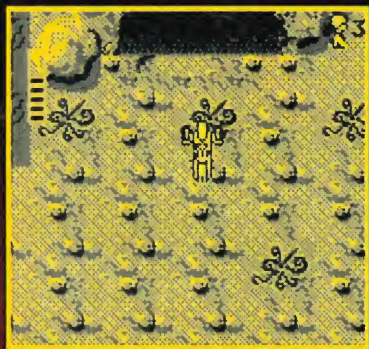
Fave Game: Secret Of Mana

Fave Music: Anything with lots of bass in

Fave Food: Chinese, pizza, curry

Fave Film: Wide screen special director's cut edition of Magic Roundabout

) 652222 (0703) 652



find two palm trees, walk round them in a figure of eight and a cave will appear.

Star Wars

Q. Where can I find the Light Sabre?
A. Go to the top right hand cave in the desert. Once inside head for the bottom left hand corner and you should find Obi Wan Kenobi. He will give you the light sabre.



Empire Strikes Back

Q. I'm trying to rescue Princess Leia and I've got to a section of floor which I can't get past. Is there a special way past it?
A. There will be a walker very near this area. You must first shoot it until it collapses in a heap and as soon as it does jump on top of it

and press down. It should stand up with you in full control.

Mario Land 2

Q. Could you please tell me how to get into the Space Zone?
A. Go to the Hippo level and into the Hippo's mouth. Get to the end of the level and you will find the standard exit.

Do not take this exit. If you search the top right hand area you will find a second exit which leads to the Space Zone.



Robin Hood

Q. I've got to Maid Marian's castle and there is a guard blocking my way. How can I get past him?
A. You should have Marian's ring. Arm it as a weapon and then use it on the guard. He will recognise it and let you pass.



Get To Grips With Kirby

Well here we are, Auntie Fatbloke and Auntie Stretch, with a fine selection of hints, tips, cheats and gossip from the world of Nintendo.

You may be asking yourself where are those two ugly blokes Dylan and Olly? The answer is, does it really matter that you have the two most stunning examples of manhood in the entire history of the universe.

We'll basically be doing the same thing as the ugly twins said they

were going to do last month (except better of course).

Our supervisor did actually tell us (whilst holding us in a headlock) to say how wonderful he is, but he's not, so I'm not going to.

History of Kirby

Kirby first came to Britain in the form of a Game Boy game called Kirby's Dream Land. In this adventure our fearless pink blobby type hero had to defeat the evil King Dedede and his foul followers.

Those dastardly villains had sneaked into Kirby's village in the night and stolen all the food and the magical stars which they used to collect their food. Kirby's only weapon was the ability to suck in his enemies and spit them back like a bullet.

His second appearance came in a NES game called Kirby's Adventures. Not content with just stealing their food and magical stars King Dedede

A pinball game to beat Pinball Dreams? Maybe - check the review.



had decided to take all their dreams as well. These came from a fountain powered by the Dream Rod. In a fit of pique King Dedede stole the Rod and broke it into seven pieces.

Each of the bits were hidden in a different land forcing Kirby to visit these distant places, find the piece of Rod and defeat the hideous guardian left which guarded it.

To help him in this quest Kirby's weaponry is more developed. He can suck in different objects which turn him into weapons, such as lasers and flame throwers. This helps him out no end, but it's no easy task.

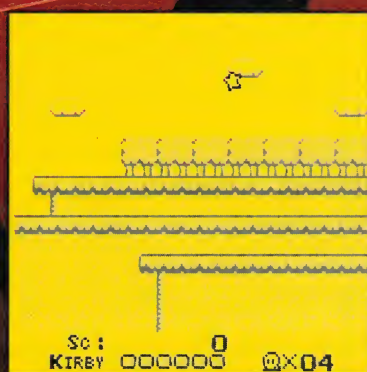
Now to Kirby's Pinball. What can I say, the diabolical King Dedede has done it again.

This time he has turned the entire Dream Land into an enormous pinball table.

In typical cowardly fashion he's hidden himself at the top of this world leaving Kirby the unenviable task of battling his way to the top and defeating Dedede in a ball bashing grand finale.

Check out the full review of Kirby's Pinball extravaganza on the next two pages.

Watch this space for more Kirby information.



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We are neither related to nor endorsed by them. For rules and winners' names please send SAE to

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EuroMar

the test of TIME

GB Action, Test Of Time, Europress Interactive, Europa House, Adlington Park, Macclesfield. Don't forget to state which game(s) you'd like to see.

Welcome to what could become a regular feature depending entirely on you. We'll re-review games from the past and give them a special new rating but only those that you specifically request. Write to the address above and we'll happily do the rest.

To re-mark games has always been a rather naff thing to do. To start taking into account the personal preferences of who reviewed the game, when it was reviewed and which genre it fell into would be a waste of time – scores should never be changed because the decisions behind all scores were made in their own era.

That apart, it's near impossible to really judge how good a game is until at least six months after its release when it's either still going great guns or has been consigned to the GB Action drawer of doom and dust. Featured this month is a random sample of Game Boy games and each is given a GB Action Test Of Time rating, with five Tardises for a beauty and one for a 'mare.

TETRIS

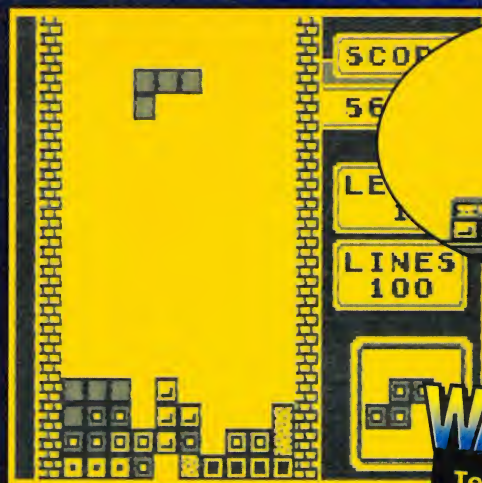
Nintendo – Original Score 95%

The simplest, yet most addictive game of all was one of the first ever games to grace the Game Boy. Making such an effort to build brick walls just to see them disappear has never been so much fun.

Tetris opens itself up into three excellent, challenging games. The

standard single player game has the aim of scoring as many lines (or points if you prefer) as possible before the holey wall shoots inexorably upwards.

The B game challenges you to score as high as possible after filling 25 lines. Tetris (four line rows) score the most points, with single liners scoring only meagre amounts.



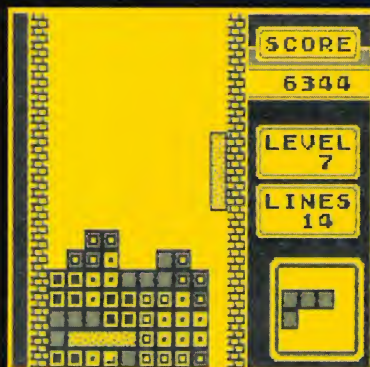
When you see the rocket, you must be ace. Wizards scoring over 100,000 get this.

WARP RATING

Tetris even sounds a little bit like timeless. The GB Action team are unanimous in their opinion that Tetris deserves the highest of all Test Of Time accolades. Indulge in a game of two player Tetris if you haven't done so before – you could do a lot worse.



Set up your tetrads to form a nice gap for your 'foursy' to slide into.



This is the best tactic of 'em all. A tetris every time!

TERMINATOR 2

Judgment Day

Acclaim – Original Score 84%

When Terminator 2 was made, it was the most expensive movie ever. It's since been outspent by the makers of Jurassic Park, by the way. Terminator 2: Judgment Day on the



Some of the backgrounds in T2 Arcade are the best ever seen.

Game Boy was reviewed in our first ever issue way back in June '92.

The plot of the film is followed fairly closely. Level one takes the form of a horizontally scrolling shoot 'em up which involves disabling Skynet's defence grid and sending a Terminator back in time.

When inside the Skynet building, you must proceed to the Terminator storage area and reprogram a T800 to fight for the resistance. On the way through the platform scenario of the Skynet HQ, Terminator endoskeletons need to be destroyed while avoiding the building's built-in defences.

The levels aren't too hard on the brain, but can give your trigger fin-

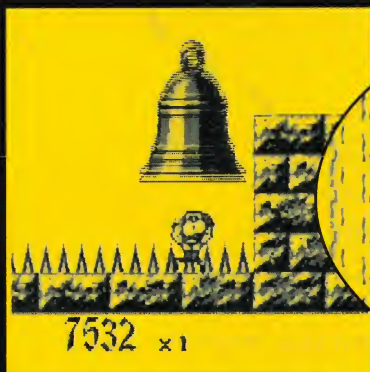
ger sores – the driving stage set in a drainage canal in particular is finger pumpin' good.

The graphics are great, especially the intricate background detail – but how about its longevity?



WARP RATING

It's still well worth a dabble. Film licences can often be rather nougatty at the seams, but this has happily proved to be one of the exceptions to prove the rule. Six tough, varied levels make for exciting gameplay and a fine Warp Rating.

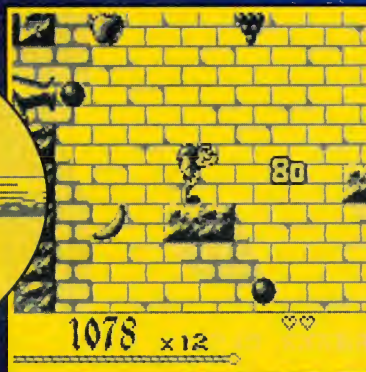


The demise of Hunchy on a bonus stage. He's in for a sore head.

Ocean – Original Score 91%

Esmereida, captured by the evil Halfen-pounder, must be saved by you, Super Hunchback. Blessed with a fine difficulty curve, the initial few screens are quite straightforward but the rest of the game becomes progressively tougher.

Each stage has a time limit, so there is no hanging around allowed. If you run out of time, you get squashed by a large bell. As progress is made, there are a multitude of bonus items available for collection. Including bells, fruit and bombs, each bonus has its own specific purpose.



Occasionally, a warp can be collected which takes you to an inviting bonus stage spiced with a time limit that's as tight as a Scotsman's wallet. Additional neat touches include moving platforms and beautifully animated swinging ropes.

Overall, the graphics are tremendous. The main sprite is particularly well animated.

Leave him standing for too long and he'll play with his yo-yo, whistle or read a book. It's a beauty!

The more fruit Hunchy eats, the more points he amasses. But where's the beautiful Esmereida when he needs her most?

WARP RATING

Deemed an essential purchase when it was reviewed beards ago, Super Hunchback is still up there with the Game Boy greats. There is no substitute for quality and Super Hunchback oozes it. Rush out and buy it if you've been fool enough to miss it.



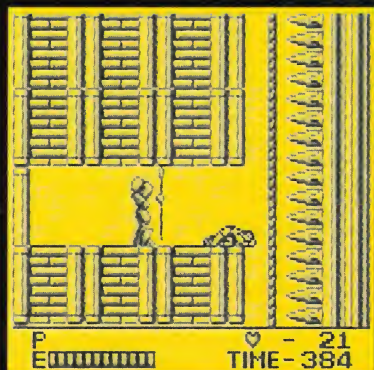
SUPER HUNCHBACK

CASTLEVANIA II

Belmont's Revenge

Konami - Original Score 86%

With five castles to conquer, the final one belonging to Count Dracula, Castlevania II is a right tough 'un. Controlling Simon Belmont, you must rescue your son, Soleiyu (who



The spikes on the right move in and out, and can slash you to death.

has been transformed into a demon), from Drac's clutches.

Crystal Castle is one of the most impressive structures, infested with vampire bats. To vanquish these, several cracks of the whip are required. After belting the bats, eyeballs, Punaguchi, Zeldos (grim reaper wannabees), phantom knights and amphibious mermen come at ya.

What is ostensibly a platform game with knobs on, Castlevania II actually has sufficient gameplay to warrant the title of an arcade adventure. With a weapon selection boasting armour piercing battle axes, beast burning Holy water and, of course, your whip, you have every chance of vanquishing the phantasmagorically fearsome foes.

Whip the candles to reveal various hidden bonuses. Watch out for bats, ghouls and phantom knights.

Candles, liberally littered all over the gaff, reveal bonuses when whipped, to help you on your way.

Both graphically and sonically impressive, all the ingredients are here for a corking cart.



WARP RATING

Castlevania II was an improvement on the original, and has hours of gameplay, however, doesn't necessarily enhance the product and once you've finally completed it there seems little point, if any at all, in having another dabble.



STAR WARS

Ubisoft - Original Score 92%

Loosely based on the film of the same name, Star Wars on the Game Boy has a few extras thrown in for good measure. Initially controlling Luke Skywalker in his Landspeeder, the first task is to rescue R2D2 from the Jawas. Beware - the blighters are



Able to jump, crouch, run and fire, the Luke sprite is as good as any.

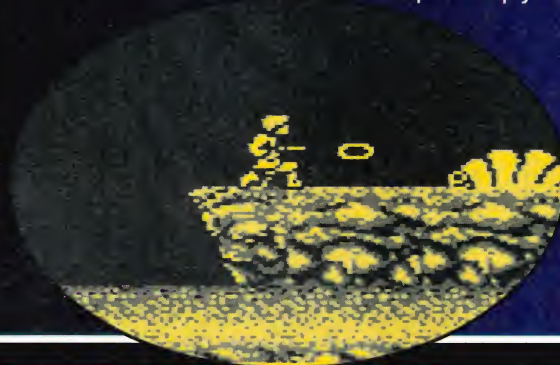
tooled up! Once you've located their Sand Crawler and crept inside, it's a platform romp all the way. R2D2, Han Solo, Obi Wan Kenobi all make appearances.

Whenever you embark on a new level, the music changes to create a suitable cinematic atmosphere for the different setting.

Star Wars is emphatically not merely a run around, blast everything in sight job.

Plenty of patience and skill is

required for progression and, ultimately, success. A graphical treat, Star Wars is as epic a game as you could imagine on the 'Boy - it's quite simply a blast.



Power-ups in the caves include extra lives and extra energy. Watch out for the floating eyes though. You can't shoot them, so athletic leaps are the order of the day.



Locating your buddies is your initial task in the hostile Tatooine sands.

WARP RATING

There aren't any level codes given out in Star Wars, so only the hardest of gamers need apply for this one. To start from level one again may initially seem a pain, but it's well worth battling through if only to marvel at the quality graphics and sonics.



TIPS & GUIDES

The latest Game Genie and Action Replay codes and Part three of our complete guide to The Legend of Zelda

Lost your Bottle in the Grotto? At last by public demand it's mapped! Send your best bits to: Tips & Guides, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Nigel Mansell's World Championship

Cheers Steven Ponting from Chippenham for this top tip. If you want to start from pole position in every race simply begin a qualifying lap and crash into as many things as possible. Next thing you know, you'll be revving up your engine at the front of the grid.

Tiny Toons 2

To be able to play basketball, tug of war or footie at any time you like for some practice press start and A+B together when the Konami screen appears.

Once this is over you have the choice of sports and to continue you must repeat this process. A round of applause goes to Joe Ludkin from Norwich.

Star Trek: The Next Generation

A few passwords have been sent in by Carlton J Dewse from Prestatyn. He apologises for not having the code for Starship Captain but you don't want it all laid out on a plate for you do you?

ENSIGN - Q

LIEUTENANT - BARCLAY

LT. COMMANDER - TOMALAK

COMMANDER - RO=LAREN



Oh, alright then, Mark Williams from Kenilworth has the password for Starship Captain. Here it is - LOCUTUS.

Pipe Dream

A few codes from Tim Driver in Leeds

Level 2: HAHA

Level 3: GRIN

Level 4: REAP

Level 5: SEED

Level 6: GROW

Level 7: TAIL

Level 8: YALI

Bonus level: PIPE

Populous

More crazy codes comin' at ya!

205 - RINGINILL

210 - HOBWILOND

215 - SADHIPME

220 - HAMLOPHOLE

225 - HURTOGODOR

230 - SWAOUTPIL

235 - NIMTLAS

240 - BADOPAL

245 - COREJOB

250 - VERYOXT



255 - DOUMEMAR

260 - CALGBING

265 - BUREAMET

270 - WEAVDIILL

275 - BUGINOND

280 - LOWIKEME

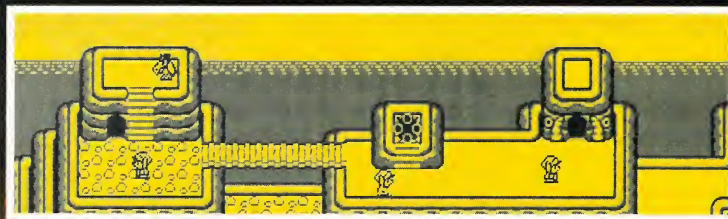
285 - FUTKOPHOLE

290 - JOSSODDOR

295 - KILLQUEPIL

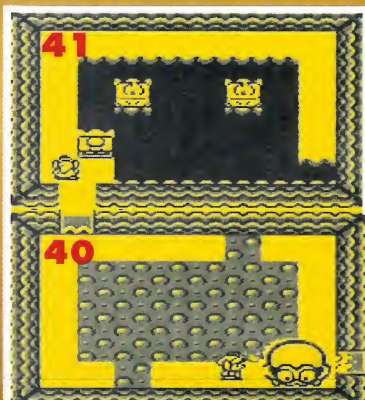
300 - BILQAZOUT





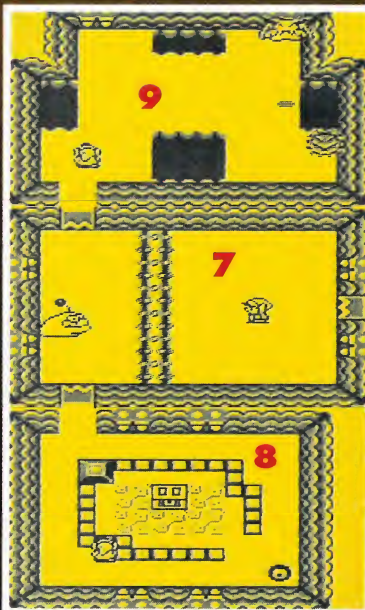
11. Push block to the stairs to 39 then 39.
40. Kill watery beast using the whirling blade technique.
41. Fill all the pit using the block for the Nightmare Key.
Now to 18. Take the stairs to 27.
Enter Nightmare's Lair.
42. Use the Fire Rod.
43. Collect the Thunder Drum.

H.



10.
11. Push block up and to the passage first left.
Back to 10. Push top and bottom of the three blocks and then the middle block out of the way to allow access to the chest and the map.
Bomb north wall.
12. Take stairs to 13.

B.

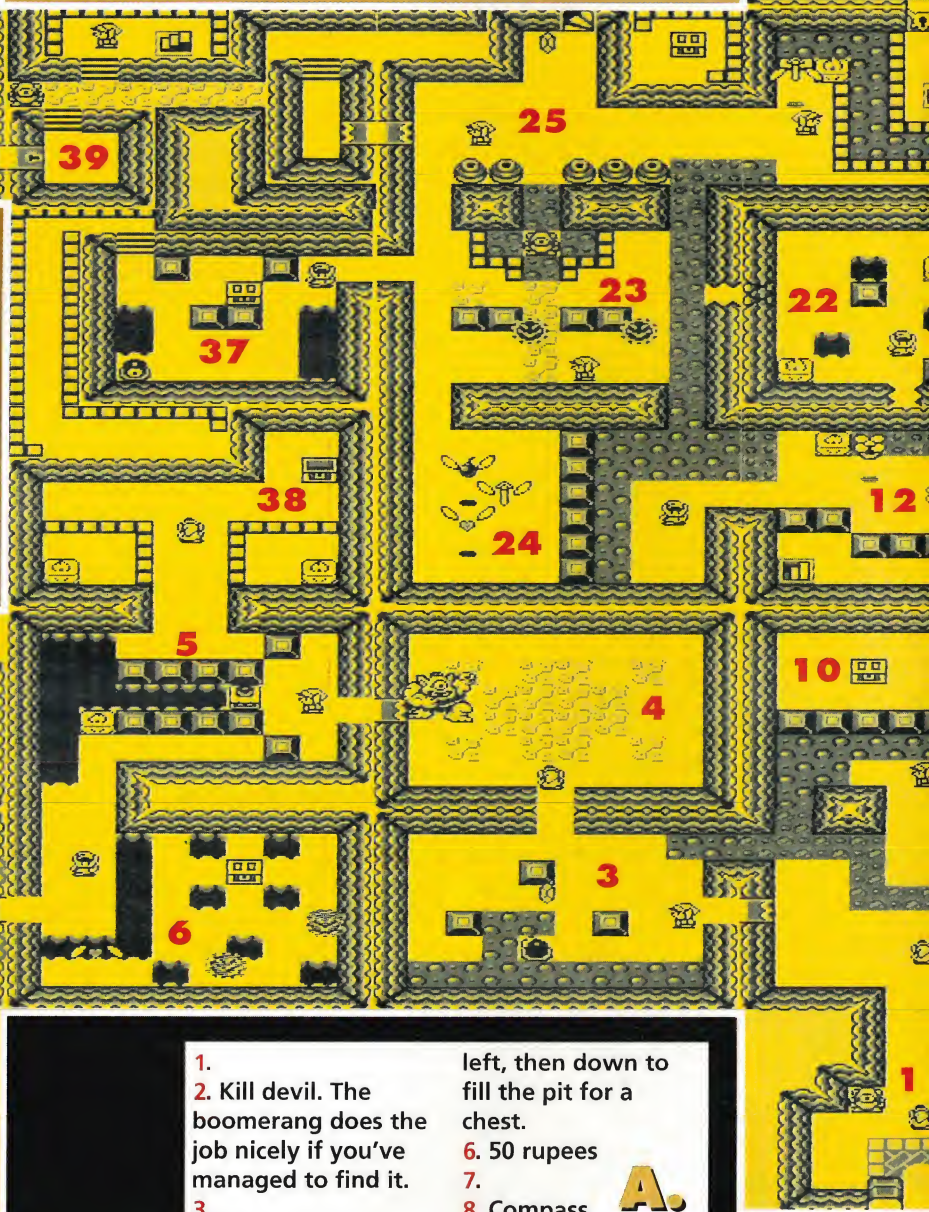


Turtle Rock

As last month, refer to each lettered box (A to I). The coloured numbers match up with a room on the map. Follow the instructions for each room, and proceed through the dungeon in the order shown.

2. Then 10.
11. Push the block up and to the right to allow you to push away the block which stops you getting to the locked block in 21! (Makes sense, honest!)
21. Unlock block.
12. Bomb the wall across the pit.
22. Bomb west wall.
23. Fire arrow at statue's eye for small key.
24. Collect goodies.
25. Take stairs 'outside' for a piece of heart and the entrance to 26.

D.



1.
2. Kill devil. The boomerang does the job nicely if you've managed to find it.
3.
4. Kill ogre.
5. Push block up,

- left, then down to fill the pit for a chest.
6. 50 rupees
7.
8. Compass.
9. Small key.
Back to 2.

A.

LEGEND OF ZELDA

26. Throw bombs into the worms' mouths for a small key.
Back to 25.

E.

27. Unlock door. Then 28, 26.
29. Kill monsters for small key.
Keep moving on cracked floor.
Back to 28.

Those you may have missed.

44. Pegasus dash the penguins for a set of stairs leading to 15.

45. There's no real need to use a key to get to this room, unless you want to.

46. This room can be avoided as well but you could use a key here to make a short cut to room 34.

So that's it. You have all eight instruments. The Wind Fish now needs to be awakened. So, after making sure you have a potion from Crazy Tracy's, go to the egg and prepare for the finale.

L.

22. Go upstairs and through the locked block.

34. Hook shot across and through locked block to the stairs.

35.

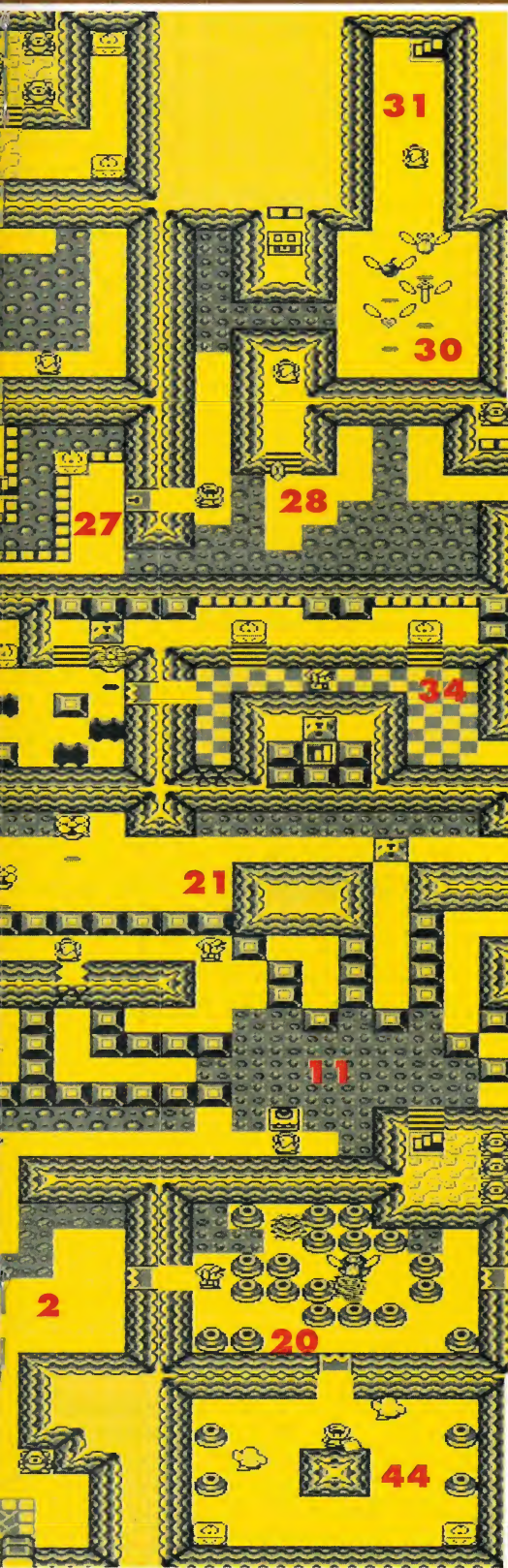
36. Kill boxer. Avoid his big punch or he bashes you back to the entrance of the dungeon.

Back to 35 and retrieve the Fire Rod from the chest. Take stairs back to 34. 22, 23.

37. Small key.

38. Use Fire Rod to light the torches for a small key.
Back to 11 via 2.

G.



26

26

29

36

34

46

33

32

45

21

11

18

17

19

16

20

44



28. Up stairs. Hook shot to the chest.

30. Get goodies.

31. Take stairs.

32.

33.

Go back through 29 to 25, 22, 23.

F.



13. Fragment.

14. Play ball.

15. Read slab. Press the button under the pot to get back into 14.

16. Push block to fill all the pit for a small key. Bomb north wall.

C.

17. Hit orb. Bomb west wall.

18. Up south stairs and drop into 19.

19. Chest holds a blob.

20. These monsters can be killed with the boomerang and leave a fairy behind.

Continued...

By public request, how to solve the Bottle Grotto, how to finish the game and a pot pourri of the handiest Zelda tips ever written.

THE L

The Bottle Grotto

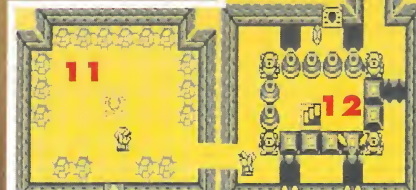
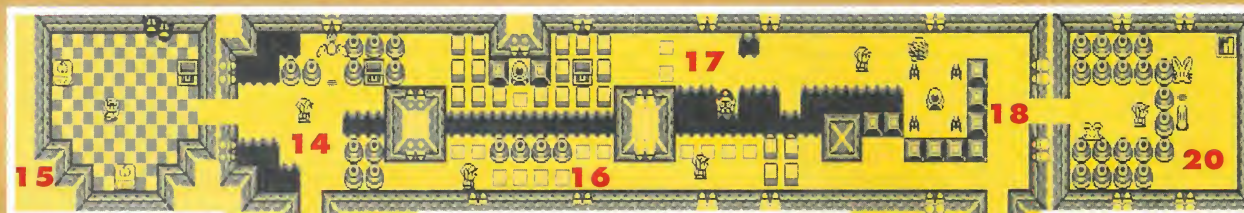
Time for a rewind. Lots of you have got stuck on dungeon two, the Bottle Grotto. So by popular demand here's how to get through it and pick up the elusive Power Bracelet.

10. Light the torches to see!
11. Kill the ogre. Keep slashing but try to stay away from him or you could get picked up and thrown.
- 12.
13. Fragment.
- 14.
15. Light the torches to kill the

B.

- ghosts and reveal a chest and there it is, the Power Bracelet.
16. Go through the bottom passage of 14, lifting the pots using your new toy! Throw a pot at the orb and jump across.
- 17 then 18.
19. Kill the rabbit (by pushing one block down and the other across

- and then lobbing a pot at it), the bat and the monk in this order. Your reward is a chest with the Nightmare Key. The stairs lead to 15.
20. Throw pots at the rabbits for stairs. A heart restoring fairy lurks under one of the pots on the bottom row.



Not needed:
24. Light torches with powder.
25. Map.
26. Bomb monk for chest with compass.

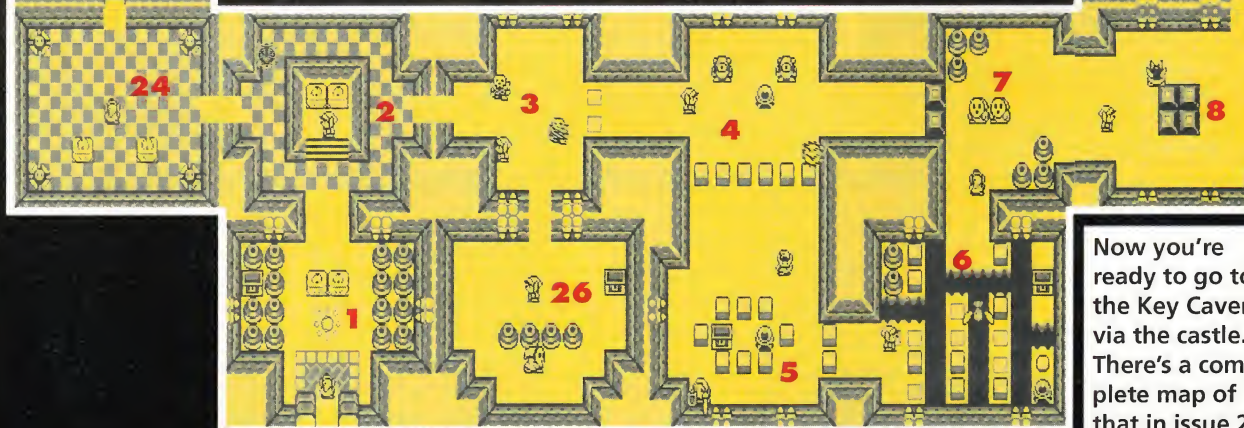
D.

21. Then 22. Throw the pot at the wall three times to release the genie. Stand on the outside of one of the torches and slash at the genie as he comes past. He should (stress 'should'!) throw his missiles over your head.
23. The Instrument.

C.

- 1.
2. Light both torches with magic powder to open the east door.
3. Kill the skeletons for a small key.
4. Hit orb.
5. Hit orb. Chest holds a small key.
6. Stand on the switch to reveal a chest with small key. Hit the orb to make jumping over to 7 easy.
7. Bomb the monks for a small key which falls round the other side of the blocks. Nip round and fetch it then come back. Right, get on with it then!
8. Use the shield on these monsters then slash them when they close.
9. Push the two blocks together for stairs to 10.

A.



Now you're ready to go to the Key Cavern via the castle. There's a complete map of that in issue 21. Off you go...

LEGEND OF ZELDA

The Egg of the Wind Fish

This is it! The final confrontation.

Go to the egg, play the Ballad of the Wind Fish and delight at the orchestral composition little Link produces. Enter and follow the directions you got from the library (in the dark secrets book) through the labyrinth.

This final guardian appears in six different forms. Here's how to defeat each of them...

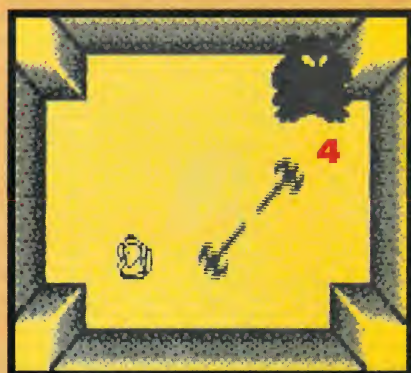


Guardian 1: Three sprinkles of magic powder does the trick.



Guardian 2: With your shield up stand close to the guardian and thwack his energy balls back. Four bashes sees him off.

Guardian 3: Eight hits at the end of its tail defeats this monster.



Guardian 4: One of the toughest. Keep moving to avoid the bats and then use the spin attack when he's lobbed his axe. Six meaty slashes should do.

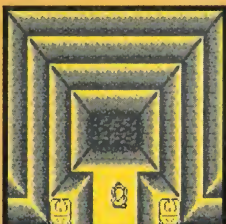
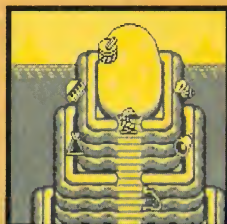


Guardian 5: All you need to do is let off one blast with the fire rod, but be quick because this one follows you around at great speed.



Guardian 6: And finally... Have plenty of arrows available and the Roc's Feather selected. Jump over the revolving tentacles and then fire the monster in the eye when it opens. It takes 15 or more hits. Keep calm, keep moving and keep jumping.

Once done you can sit back, take the stairs upwards and enjoy the splendid animation which caps off the quest quite superbly. Well worth the effort to get there. Congratulations, you've completed Zelda!



Miscellaneous tips

In search of the Secret Seashells.

What do they do?

You need to collect 20 before going to the Seashell Mansion and collecting the level two sword. The sword isn't vital to completing the game but can help. Its special power is to fire swords at enemies though only when you're at completely full energy.

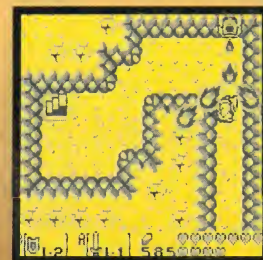
Where are those Seashells?

All over the place! Ways of getting them include using the pegasus dash at trees standing on their own (including telephone boxes). A couple are buried underground, particularly near the owls.

Try bombing the alcoves in various caves to reveal secret rooms and passages, many of which secrete seashells.

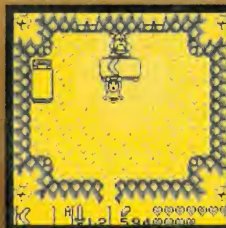
You'll need the mirror shield to push past the billowing flames which hinder progress to Turtle Rock.

Once at the cave using the Frog's Song will animate the turtle's head Slash this to reveal the entrance.



The Boomerang.

A cave in the beach wall is empty until about the seventh dungeon when a little chap will offer a reward in exchange for one of your own items. He will only accept the spade so it's best to wait until you have the level two sword and don't need to do any more digging. Always a relief that is.



His surprise is the boomerang which kills absolutely all previously invulnerable monsters.

This comes in very handy in Turtle Rock because the monsters which sail around rooms attached to walls and pots can now be killed. They leave behind fairies to replenish any depleted energy.



The Route to the Anglers Tunnel. Go to the cave surrounded by three rocks. Via the stairs then into the water.



inRETRO REVIEWED IN ISSUE 20

Zelda: the final frontier in Game Boy games. Judging by the letters it's proved popular with nearly everyone. Can't say we're surprised since it's well worth the 96% it rated.

If you've missed any part of Rob's fantastic guide you can always order a back issue, see page 61 to find out how.

96%

ACTION PLAYERS GUIDE

After bringing a load of dinosaurs back to life, Jurassic Park was built. As things are a little tough in the park your letters have been arriving with pleas for help. Read on!

JURASSIC



Level One

A fairly simple level to complete. Either collect all the eggs or blast them until you eventually receive a pass card for building A.

Building B

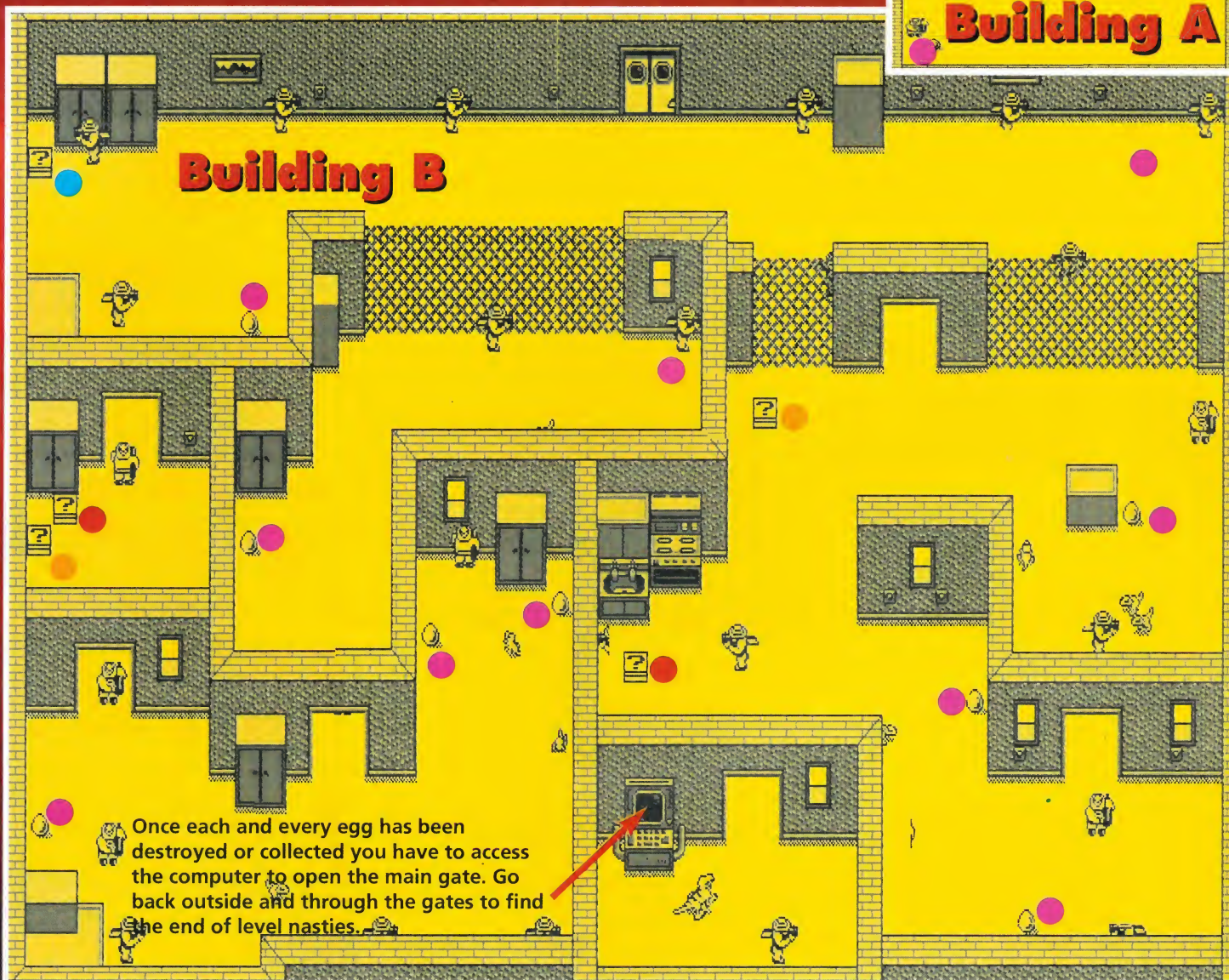
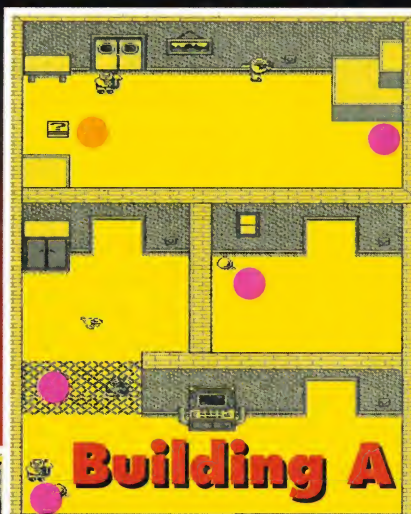
Building A

CLASSIC PARK

Key

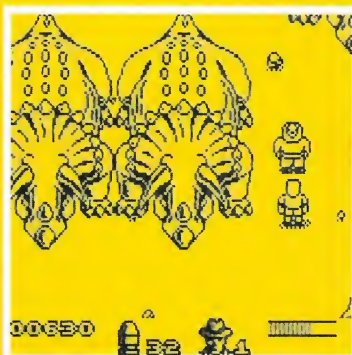
-  Egg
-  Avoid bombs
-  Ammo
-  Access card
-  Energy
-  Invincibility

Be sure to collect each egg from A to collect the card for building B. Caution is needed in picking up the ? icons. Some hold extra energy and others harmful explosions. Luckily for you they've all been marked down.



Triceratops

The end-of-level stampeding triceratops are pretty difficult to avoid. You have to save the little girl from being crushed by these large beasts. She will follow in your steps so wherever you stop she stops too. It takes some practice but if you instantly move into a safe area then everything should turn out in your favour.



in RETRO

REVIEWED IN
ISSUE 18

Released a while after the movie to an unsurprised multitude of Jurassic followers, it's a tough and sometimes tedious game. With level after level of searching for and destroying dino eggs this really is a battle fraught with danger. Neat graphics and easy to suss gameplay earned JP a nifty...

85%

REPLAY

Turn and Burn/ Phantom Air Mission

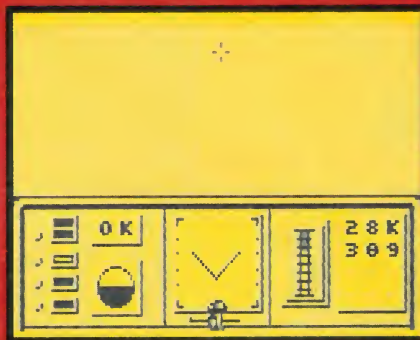
01XXE1CB - Infinite lives.
01XXE0CB - Replace XX (in the code)
for level select.

Xenon II

0105D4C0 - Infinite lives
08122FC0 - Infinite energy

Boulderdash

0101C9D7 - When switched on, collect just one more crystal for the level exit to appear.



04C7F0D7 - Timer at 199.
010362D7 - Infinite lives.

Toxic Crusaders

040AC5C0 - Infinite energy for Toxic.
040AC6C0 - Infinite energy for Head Banger.
040AC7C0 - Infinite energy for Junk Yard.
03XXACFF - Replace XX (like before) with a level number for level select.

Bionic Commando

00FF4BDF - Activates all protectors
00FF4DDF - Activates all video receivers.
00FF4CDF - Activates all tools.
00FF4ADF - Activates all weapons.

GAME GENIE

Krusty's Fun House

A34 53B 235- When you go through the screen will "mess" up. Sent in by Rhyddian Davies from Pontyclun. As is...

Super Hunchback

For infinite time tap this red hot code 003 A39 3BE. Be sure to switch it off at the end of a level.

Snoopy's Magic Show

Sent in by Brendan Connal from Norfolk. If you fancy 99 lives bang this combination in - 990 47B F7E.

Asterix

F06 DCD 6E9 - this will give you infinite lives.

F06 D7D 6E9 - no loss of stars when you die.

Ninja Gaiden Shadow

Type in 98A FCF E62 for 99 lives. Cheers again Brendan Connal.



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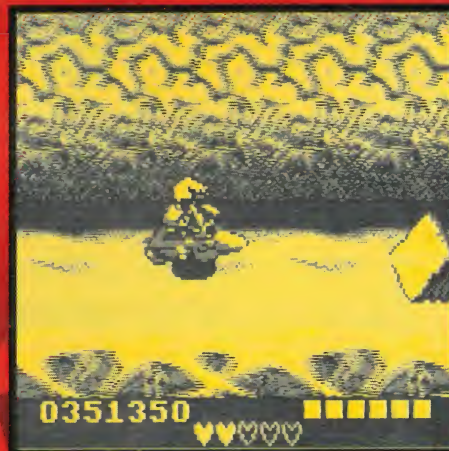
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Infinite continues - 00A 3EE 3BE.

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It's back! By popular demand old Public Eye has been resurrected with a bumper bundle of your reviews. We've had stacks pouring into the office. Over the next few months we'll be bringing you some of the best. Kicking off the new season, here we go...

PUBLIC EYE

Dragon's Lair

Elite

Bolt on your armour! Dirk the daring has taken up the challenging adventure where you have more lives than a cat!

A bit hard some say, but after a few million hours of concentrating furiously you may succeed.

But what is a knight to do if he can't use his sword? Running, jumping and even hitching a lift on a mine cart or a rhino, all to get 194 life stones.

Scenery is stunning but Dirk should be ashamed for only taking up half a centimetre on the screen. Enough complaining comments for one knight (pardon the pun).

Eerie music and enjoyable things to see and do, enough to take a dragon's breath away. Ha! Terrific.

Iain Read, Torrens Park, South Australia

92%

Super Kick-Off

Anco

It was very tricky marking this game. The graphics and sound are both rubbish. Mind you, for a sports sim these aren't the important factors.

The animation is slick, the scrolling fast and smooth and the ball movement is quite realistic. The control method is reasonable, even though getting the ball into the back of the net with a normal shot is almost impossible. Scoring is easy though with a well timed chip.

There are plenty of options with three tournaments and a practice session including a penalty shootout.

All this doesn't save a dull game. The lastability leaves a lot to be desired. If you can get it on the cheap, go for it.

Chris Moore, Wigan

72%

Prince Of Persia

Mindscape

This game has class. It's set around 12 giant levels all filled right to the top with danger.

The graphics are brilliant, especially the way he moves, falls, jumps and climbs.

His job is to rescue his girl who has been kidnapped by the evil Jaffer. To make things worse he's only got sixty minutes in which to rescue her or he's going to be looking for a new wife.

This game has everything from ghosts to fights to jumping platforms and even a password system.

Anyone, from six to sixty, will enjoy this game. Once you play it you won't regret it!

Peter Bromley, Solihull

89%

Dynablaster

Hudson Soft

A great game for all Game Boy addicts. It's cheap and well worth every penny. There are three game settings which include a link up mode. Here two friends plot against each other trying to blow the other one up.

The other two settings are similar with the first being a Mario 2 type game where you travel the map wiping out everything that moves. The second is the same as the arcade version of Bomberman where you have to see how far you can get. All three settings are viewed from above.

The music and graphics are cute but not that cute. There is a handy password system which allows you to continue from where you left off or died.

Peter Mark Jones, Canton, Cardiff

92%

Super RC Pro-Am

Nintendo

This game is easily one of the best racing sims around for the Game Boy. From the moment you switch it on you are engrossed in the no holds barred world of radio controlled racing.

Armed with rockets and bombs you race around one of 24 tracks collecting extra weapons and spare parts and dodging sand pits, oil slicks and puddles. You also collect letters which spell NINTENDO and will give you a faster car. Do this three times and you are awarded the elusive championship trophy.

It's simple to learn how to play yet so hard to put down. With astounding slick graphics and great sound I recommend it to anyone looking for a challenging, lasting game.

Iain Macauley, Sutton, Dublin

92%

Jack Nicklaus Golf

Trade West

This is a great and very challenging golf sim and definitely the best of its kind on the Game Boy market.

The game's overall presentation is really impressive and each of the four courses are very well detailed and are littered with traps to test your golfing skills to the full.

Playability is also top notch with tons of options available. You can practise putting or visit the driving range and even play one of nine opponents.

Up to four people can play and it all adds up to a game with brilliant graphics, gameplay and a big enough challenge to keep you playing for a long time.

Stephen Hardy, Bovington

87%

That's all for this month. If you fancy sending us reviews of games, be they good or bad, remember to keep 'em short, keep 'em sweet and try your best to keep 'em neat.

**Public Eye,
GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP**

AMERICAN DREAM

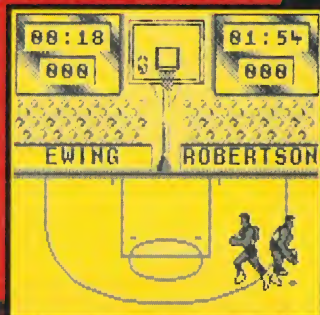
Rob Smith gets told to do a feature on Yank sports, so what does he do? Goes and plays Alex at tennis instead.

The last few years has seen the major leagues in most of the top American Sports devise plans for increasing their popularity in Europe. We've had the World League of American Football, visits from NFL, NBA and NHL teams to Wembley in the quest to export loads of merchandising and make more money. It's not surprising, then, that there are lots of Game Boy games based on American sports being sold over here.

American Football

A larger than life game on the small but perfectly formed screen. Play Action Football from Nintendo merited a measly 52% in issue four. Difficult controls, tiny sprites and infuriating gameplay make this one to miss.

For the devotees of Gridiron, NFL Quarterback Club from Acclaim seemed the one to anticipate. Unfortunately the total lack of anything like a decent, challenging simulation left all who played it dead annoyed. It also achieved a mere 52%. The format of 13 Star QB's taking part in a series of competitions fails to stimulate enthusiasm or simulate the spectacle of football, American style. This does seem to leave a gap in the market for an effective simulation. Any takers?



Left: A game of one-on-one in the All-Star Challenge. Magic Johnson? Larry Bird? Who do you wannabe?

Baseball

America's national game gets a fine conversion by Jaleco. Scoring 87% in issue 16 it's playable, competitive and fun, what more do you want? Any fans of baseball will love it as will fans of sport sims in general.

Basketball

Slam dunkin' fun is the name of the game in a bevy of basketball sims.

Issue one saw Electronic Arts' Jordan vs Bird score 73% and in issue three All-Star Challenge from Acclaim weighed in with 74%. Both have their good points with Acclaim's official NBA title just getting the nod.

Imagineer's Tip Off scored 64% in issue eight and stands the test of time reasonably well. The controls are easy to use and it has the all important two player option.

Ice Hockey

This isn't renowned for being the most gentle or passive sport and Taito's sim doesn't do much to alter this image. Hit The Ice, scoring 73% in issue 9, is a game where the kicks, punches and general violence don't just crop up but are an important part of the action.

The two-on-two action is quite frenetic as you try to punch and kick your opponents into submission. By the way, you could try to score goals and win the game using the super slap shot, but starting a fight is much more fun!

American sports, all muscle and sweat.



TENNIS CHALLENGE

Two player sports sims pit your skills against your mates. This is supposed to make the games more fun. Does it? Or do you end up losing friends in the heat of battle?

In an effort to test this theory we had the GB Jimmy Connors Tennis Challenge.

Wimbledon, setting for a battle royal. At the home of champions Alex Lee pitted his base line power play against the serve and volley style of Rob Smith. Billed as the challenge of the decade touts were selling centre court seats for over £100.

In front of a packed crowd which included the Duchess of Kent and Jimmy Connors himself the players walked into the sunlight. A deafening cheer rang around the stadium.

Rob won the toss and chose to serve. In an edgy first game, littered with mistakes, he managed to take the lead. This soon became extended to three - love as Alex seemed to take a while to adjust to the heated atmosphere.

As the crowd sensed a rout, Alex dug into the resolve which had taken him into the final and came storming back. In a blitzing display of power tennis he won the next three games in the space of a couple of minutes.

A shell-shocked Rob sipped quietly on his barley water as the adrenalin roused Alex to a frenzy, pumping up the crowd to a deafening roar.

Rob's deft touch at the net and perfect execution of the lob shot seemed to combat Alex's surge forward. Rob finally scraped through into a



Left: Baseball is still the US's number one sport. Hundreds of games are played by the top teams every season. Even kiddies are brought up in the mini-leagues.



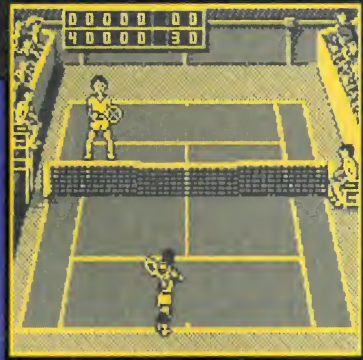
four - three lead. Alex rued the outcome as luck went against him, Rob's passing shot clipped the net and wrong footed Alex. The outburst of disgust was bleeped out by the TV editors.

An obviously riled Alex channelled his aggression into the next game and won it to love. Four-all, the tension mounted.

The next four games went with serve. So to a tiebreaker. The atmosphere in the stadium was at fever pitch. Again little separated them, Rob served for the match at six - five but a roaring passing shot by Alex caught the line and was called in, much to the relief of his adoring fans.

Rob led again nine - eight and both players stayed rooted to the base line. Finally Alex broke to the net, Rob lobbed and Alex scampered back to recover. A great return stopped Rob from stealing the initiative. Rob then fired a strong forehand to the corner, Alex scrambled and returned but Rob followed up with a terrific volley into the opposite corner. Alex chased but, despite a despairing dive, couldn't lift the ball over the net. The crowd erupted, Rob flung his racquet into the air and collapsed, exhausted, to his knees. A sporting handshake followed, disappointment etched all over Alex' face. "Next time" he said.

Right: Rob is pushed out to the left as Alex winds up a cross court winner. 30 - 15.

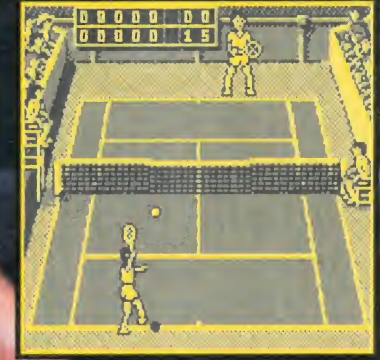


Right: Larry Bird leaps for a flying slam-dunk. His one-on-one challenge against Jordan is just one of a few good basketball sims on the market.



Left: A free throw in a Tip Off contest. Basketball, especially the NBA, has some of the highest viewing figures in sport history.

Below: Two player sports sims, when well executed provide an infinite lifespan. JC's Tennis does just that.



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BLACK BEAUTIES

JURASSIC PARK

ROBOCOP

Those not familiar with today's comic market, prepare for an education. Dark Horse Comics, purveyor of the most exciting mags, apart from GB Action, has risen to serve a growing legion of readers.

More than any other person, Mike Richardson is responsible for the phenomenal growth of Dark Horse as an entertainment company.

In six years, Dark Horse has expanded from a two man operation to a company employing nearly 100 staff in three cities on two continents and hundreds of freelancers worldwide.

With a successful line of comics and model kits, and book publishing, toys and films coming soon, Richardson is on his way to re-living his childhood – only this time it's gonna be better.

In the autumn of '85, however, Dark Horse Comics was still a twinkle in Richardson's eye. A major fan of comics, he sank a \$1000 loan into a chain of comic shops in Oregon and Washington (State) – his first step towards an amazing success story.

Since the creation of the Comics Code Authority in the '50s, comics had virtually all been about jazzily dressed super-heroes. Marvel and DC had a combined market share of around 90%, with the remaining 10% being divided between smaller, struggling companies.

July '86 saw the release of Dark Horse Presents, the first comic from the Dark Horse company. Now, Dark Horse is one of America's largest producers of comics literature. The company became the first comics publisher in history to own and operate computer based

colour separation equipment as part of its in-house operations.

Currently underway is an interactive CD ROM/CDI game produced by Dark Vision, a subsidiary combining Dark Horse and the video gaming company Total Vision. In only six years, Dark Horse and the titles it publishes have received over 40 nominations for virtually all the decent awards available in the comic industry.

Max Overload

The latest in a long line of fantastic releases, Dark Horse's Max Overload is an overdose of games-related comic strip action. A fun-filled combo of game heroes, humour and stunning full colour artwork featuring Lemmings, Chuck Rock, ToeJam & Earl and more, it's official release date was February 5th.

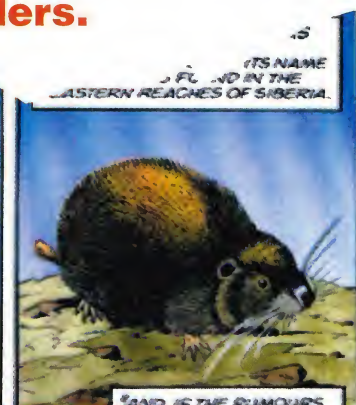
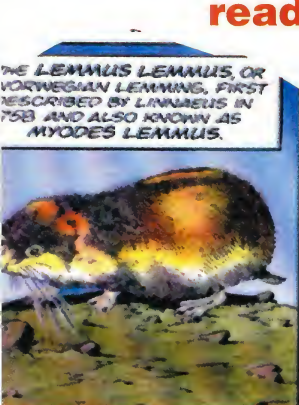
Players of Lemmings will at last be able to sit back and watch them fend for themselves for a change. The reckless rodents are brought to life in a series of manic misadventures written by Dick Hansom and illustrated by Graham Manley.

More madcap mayhem is promised when ToeJam & Earl hit Earth with their own style of funky frolics. Their illustrated adventures are brought to you by Anne Caulfield and Woodrow Phoenix.

Core's caveman Chuck Rock also makes the transition from pixels to papyrus as his beer-swilling and pizza-munching antics are brought to life by David Lytleton and Cefn Ridout.

Last but not least comes Greendog, beach bum extraordinaire, who finds his life interrupted when he loses his surfboard and becomes a victim of the Curse of the Mystic Pendant. The text's by Ian Carney, the pictures coming from Ilya.

Issue one of Max Overload is 64 pages long, full colour and costs £1.95.



A L I E N S

MAX overload!

Life was a beach... until this summer, when I decided to travel the world searching for the Ultimate Wave!

WIPEOUT!!

All creatures that come within ten feet of me go berserk-o. Everyone and everything is out for my blood!

Upon a remote shore that I'd somehow found a Mystic Pendant I couldn't remove!!!

From that moment on I was hexed!



I even get hate-mail from planet WOF-LANDIC

Fascinating FACTS

Dark Horse has 20 employees. It also works with around 250 of America's comic book authors and artists. Their initial Aliens vs. Predator book sold 400,000 copies - more than any other comic book not produced by Marvel or DC. Mike Richardson, publisher of Dark Horse Comics states 'You're fighting a losing battle going up against Spiderman and Superman with somebody no-one has heard of. We wanted characters people don't get enough of.' It worked. Sales climbed from around \$1.5 million in 1989 to \$5 million in 1990 to around \$10 million in 1991. All this in a country, America, where around 500 comic titles a month are released by the various publishers.

DARK HORSE'S FINEST MOMENTS

Dark Horse Presents:-
Concrete (winner of loads of awards)
The American
The Mark
Tank Girl
Black Cross
Aliens, The
Abyss, Predator,
Godzilla (based on the monster movies)
Mr. Monster
Outlanders
Big (yep, the Tom Hanks one)
Manga Mania
and many more.

MANGA



Love it or loath it, Manga video is becoming more popular by the minute. This month, The Professional Golgo 13 takes centre stage, followed up closely by the fourth chapters of Crying Freeman and Doomed Megalopolis

CARTOON CL

Here we go, Andy Sharp browses through a few of the latest Manga videos. The poor lad now believes he's being stalked by assassins and the moon will collide with the Earth sometime in the near future. Oh well.

THE PROFESSIONAL GOLGO 13

Released nationally on video on 14th March, Golgo 13 can be seen by the masses. After a brief 'tour' of the country in December 93 those who missed this animation by Osamu Dezaki the first time round could do worse than make sure they get to see a copy now.

Golgo 13, the nameless hero, begins by stalking his latest contract in California, an oil baron's wealthy son. As you would expect, the baron's son doesn't play too big a part in the scheme of things to come. In fact he's soon dead.

Heading off for Sydney, Australia Golgo takes on his next assignment. Hired by a bishop to seek and destroy a top Mafia hit man Golgo discovers that the assassin was responsible for killing the bishop's entire family in cold blood.

As if this wasn't enough, the hit man turns out to be a woman.

After some deliberation with his feelings, the contract is carried out. This is where things begin to become intense as everybody, including the FBI, CIA and the Pentagon are out to get him. And I thought I was having a bad day!

**Released 14 March
Price: TBA cert: 18**

CRYING FREEMAN Chapter 4: THE HOSTAGES

After beginning to weird out in the storyline last chapter things seem to be getting back to normal again for this installment. The 108 Dragons favourite killing machine Freeman Yoh is back for more.

After being hired by the leader of Chinatown, a chap named Wong, in Los Angeles to rescue his children from their kidnappers. These are the K.O. - a world terrorist group.

As Freeman sets about his business it soon becomes apparent that the kidnapping was a trap set up by the K.O. to capture Freeman. Taken to a remote desert island by the K.O. Freeman is held captive.

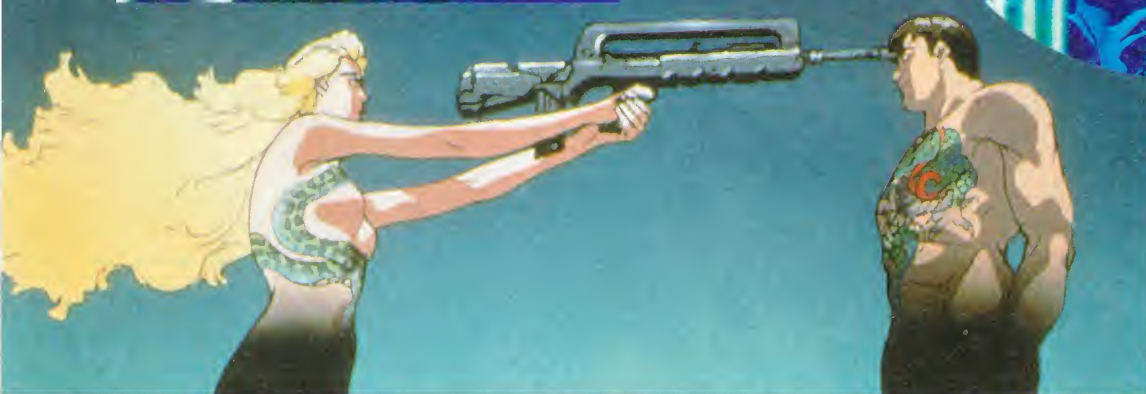
Will the K.O.'s plan to engulf the 108 Dragons succeed or will Freeman and his buddies save the day once again. It's another blood thirsty kung fu fighting extravaganza.

To put everything into place, Crying Freeman is back and he's stronger than ever!

OUT NOW! Price: £8.99 Cert: 18



Left and above left:
A couple of views
of Crying Freeman's
captor and the cas-
tle in which he's
being held.
Above: Strageness
ahoy! It's Doomed
Megalopolis



MASSICS



Golgo 13 is high on the ultra violence scales and as such rates as an 18 certificate. Definitely not for the faint hearted!



Freeman Yoh shows yet another tattooed enemy how a fight should be fought! No holds barred here in the Freeman world.



The Doomed Megalopolis series finally comes to its conclusion in The Final Challenge. Will Tokyo be saved from destruction?

DOOMED MEGALOPOLIS Chapter 4: THE FINAL CHALLENGE

The final chapter in this weird and wonderful series is out and about right this very second. That means now.

The Doomed Megalopolis series has a pretty strange storyline so I'll do my best to simplify it a little. In ancient times Tairo No Masakado lost his life attempting to create a utopia on the Kanto Plain. This very same chap is believed to be the guardian spirit of Tokyo. Legend has it that whoever disturbs him from rest will be eternally doomed.

The final chapter is set in 1925 where the rather evil Kato, the bad guy here, persists in his destructive behaviour against the people of the city.

Using the powers of young psychic, Keiko, he tries to awaken The Dragon of the Heavens. This dragon allegedly has the worst breath imaginable, one exhaled breath can blast planets clean out the solar system, maybe.

With the moon inexplicably on a collision course with the Earth, can Keiko release the Tatsumi household from their connection to this weird phenomena? Or will Kato finally see his evil desire realised? Phew! I'm glad I only gave you a little background information to this one. I could've been going on for hours. **OUT NOW! Price: £8.99 Cert: 15**

Coming SOON

For a while now Manga have been the masters in the rise in popularity of Japanese animation.

With the comics now becoming easier to get hold of and a growing legion of Manga devotees, it was inevitable that somebody else would see the potential here.

If you remember, a few issues back the Macross series released by Kiseki videowas reviewed.

Soon the incredibly weird follow up to the infamous

Legend Of The Overfiend and Demon Womb will be released.

Unlike the previous two chapters which came out on the Manga label, the third installment will be unleashed by Kiseki video.

If the first two chapters are anything to go by, Kiseki video have snatched up the rights to a winner.

I'm surprised Manga let them grab it off them. We'll hopefully have a full review of this sometime in the near future!

Also coming out soon is the second part of the weird but electric Rumik World series, Laughing Target.

The last one had Suzuko waking up on a battlefield 500 years ago.

God knows what they'll do to the poor bloke this time.

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OVER TO YOU

Oi you, listen up. We've been doing this for a few months now and we want to know how we're doing! This is your chance to make yourself heard. Is Manga great or

maybe something not quite as good as that? Tell us what you like, what you love and what you erm...don't. Write in and you could win a spanking new cart absolutely free!

So, fill in the survey and send it to: GB Action Survey, Europa House, Adlington Park, Macclesfield SK10 4NP. Get it in by 31 March 1994. Pop it in the post today.

1. The free Game Boy game I would like is...

2. How old are you?

- ☐ 6-10 ☐ 19-24
- ☐ 11-14 ☐ 25-30
- ☐ 15-18 ☐ Over 30
- ☐ Older than Methuselah

3. Which one are you?

- ☐ Male
- ☐ Female

4. Are you at school, a student or working?

5. Apart from your Game Boy what other games machines do you own (tick more than one if necessary)?

- ☐ PC Compatible
- ☐ Atari Lynx
- ☐ Sega Game Gear
- ☐ Sega Mega Drive
- ☐ Sega Mega CD
- ☐ Sega Master System
- ☐ Nintendo Entertainment System
- ☐ Nintendo Super NES/Famicom
- ☐ Amiga
- ☐ Atari ST/STE
- ☐ Apple Macintosh
- ☐ Game and Watch
- ☐ Others (please say)



6. Which of the games machines in No.5 do you want to buy next (please state)?

7. What other computer mags do you buy regularly (ie. at least three out of four issues)?

8. What do you like about them?

9. What do you dislike about them?

10. On average, how many games do you buy a month?

- ☐ Less than one
- ☐ One
- ☐ Two
- ☐ More (please state)

11. How much time do you spend on your Game Boy?

- ☐ The odd half hour a day
- ☐ 1-2 hours a day
- ☐ 2-4 hours a day
- ☐ Even more!

12. Where do you buy your games and add-ons from?

- ☐ Computer shop
- ☐ Toy shop
- ☐ Woolworths
- ☐ WHSmiths
- ☐ HMV
- ☐ Virgin
- ☐ Boots
- ☐ Dixons
- ☐ Comet
- ☐ Toys R Us



- ☐ Department store
- ☐ Argos
- ☐ Mail order
- ☐ Second hand
- ☐ Classified adverts
- ☐ Dodgy bloke down the market
- ☐ Other (please state)



13. If you buy through mail order, which company do you use?

14. What do you look for in the advertising pages?

- ☐ New releases
- ☐ Cost of software
- ☐ Where to buy stuff
- ☐ Mail order services

15. Do software house ads persuade you to buy a game?

- ☐ Definitely
- ☐ Sometimes
- ☐ Rarely
- ☐ Never

16. What is your favourite type of game?

- ☐ Platform
- ☐ Role playing game
- ☐ Strategy
- ☐ Shoot'em-up
- ☐ Arcade adventure
- ☐ Sport simulation
- ☐ Flight simulation
- ☐ Driving simulation
- ☐ Beat'em-up
- ☐ Puzzle
- ☐ Other (please say)



17. What other non-computer magazines do you buy regularly (eg music, comics)?

.....

18. Which of these accessories do you have?

- ☐ Light ☐ Game Genie
☐ Magnifier ☐ Action Replay
☐ Carry case ☐ Battery pack
☐ AC adaptor ☐ Sound booster
☐ Other (please state)

.....

19. Would you be inclined to cheat at games? If so, how?

- ☐ Use Game Genie
☐ Use Pro Action Replay
☐ Read tips pages
☐ Phone helplines
☐ Make Rob Smith's life a misery
☐ I'm so pure in heart and mind that I never use cheats, never ever

20. Who are your favourite pop music performers?

.....

21. Where do you buy GB Action?

- ☐ Local newsagent
☐ WHSmiths
☐ John Menzies
☐ Martins
☐ Forbuoys
☐ Computer shop
☐ Games section of music shop
☐ Supermarket
☐ Have copy reserved/delivered
☐ Other (please say)



22. Is the price of GB Action?

- ☐ Too high
☐ Just right
☐ Way too cheap

23. Would you be prepared to pay more for GB Action if it had a cover gift?

- ☐ Yes, all of the time
☐ Most of the time
☐ Some of the time
☐ Never

24. If so, what price would you be willing to pay?

- ☐ £1.95
☐ £2.50
☐ I like it just as it is

25. What made you buy this edition of GB Action?

- ☐ I always buy it
☐ Striking cover
☐ Saw it at the newsagent's
☐ Saw it in a computer shop
☐ Friend recommended it

26. Which of these previous issues of GB Action have you bought?

- ☐ Issue 14 ☐ Issue 19
☐ Issue 15 ☐ Issue 20
☐ Issue 16 ☐ Issue 21
☐ Issue 17 ☐ Issue 22
☐ Issue 18 ☐ All of them

27. Does GB Action help you choose which games to buy?

- ☐ All of the time
☐ Most of the time
☐ Some of the time
☐ Never

28. Please rate the following GB Action sections from Excellent to Very Poor.

Excellent	Good	Okay	Sad	Very poor	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cover
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Welcome page
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Contents
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	News
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Nintendo Hotline
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Game Reviews
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Features
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Manga
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Player's Guides
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tips/Cheats
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Previews
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Competitions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Write Here Write Now
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Public Eye
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Next Month

29. How many people will see your copy of GB Action?

- ☐ No one else
☐ One

- ☐ Two
☐ More than two (please say)

.....

30. What do you think of the reviews (tick more than one if you want)?

- ☐ Perfect in every way
☐ Well written
☐ Well presented
☐ Have good artwork
☐ Good scoring system
☐ Not long enough
☐ Too long
☐ Not opinionated enough
☐ Poor scoring system
☐ Have too many GB screenshots
☐ Have too few GB screenshots
☐ Misleading
☐ Useless

31. Do we devote enough pages to each of the following sections?

- Just right Too many Too few
- ☐ ☐ ☐ Game Reviews
☐ ☐ ☐ Player's Guides
☐ ☐ ☐ Previews
☐ ☐ ☐ Competitions
☐ ☐ ☐ Features
☐ ☐ ☐ Cheats/Tips
☐ ☐ ☐ News
☐ ☐ ☐ Buyer's Guide
☐ ☐ ☐ Adverts



32. If you think any sections of GB Action need improving, please state which and why:

.....

33. What other topics would you like to see us cover (eg videos, films, pop music)?

.....

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PHOTOCOPY OR CUT OUT WHOLE FORM

WRITE HERE WRITE NOW

Shocked, amazed, irritated, stunned, ecstatic. We've had so many reactions lately we've had to add a third page to cope with them all!

Slapped wrists

Dear GB Action,

I would like to know who (swearing and abuse is not big, it's not clever and you don't make many friends with it) answers your letter page. After reading some back issues I noticed an error. In issue 19 on page 47 in the letter 'Q & A' Callum Mitchell asks when you will review 'Montana's Movie

Madness', you reply you don't know it. Yet on page 43 you preview Tiny Toons 2 or Montana's Movie Madness as you later call it. In fact you review it in issue 21.

Don't you proof read or talk about each others articles?

The (more abuse, there are plenty of other adjectives in the English language more suitable I'm sure) who said this well what can I say?

Patricia Gordon, Stranraer

Rob Smith writes - Hmm, abuse indeed. Well, I have done the letters page since issue 19, I also previewed TT2 and then reviewed it in issue 21 so I'll take this opportunity to explain a little about how the mag is put together.

The letters page was done, set and finished about a week before our deadline. At that point we didn't know that TT2's subtitle was Montana's Movie Madness. We received a preview a few days afterwards and, of course, included it in that issue. Then we realised the mistake but the cost

of sending the page to film again prohibited making much a tiny alteration. Little things do occasionally go wrong in the fast moving world of publishing. We thought a page devoted to a game would illustrate that we did know about it.

The personal abuse contained in your letter is worthy of comment though. You have my sincerest apologies for any inconvenience which this tiny error may have caused but was there really any need for your particular choice of expletives?

A little praise

Dear GB Action,

I am writing to congratulate you on an absolutely brilliant mag. In my opinion it is the best value for money mag around at only one pound (and a bit) for 68 pages of excellent reading.

I started to buy it for the game reviews

mainly but realised that this little beauty was not your average magazine. It had many more previews, adverts, tips, cheats, letters, news etc. I felt I had to express this so that you'd finally know that your production is a stormer.

Just one thing, I have scratched my GB screen. Please can you help?

Ross Finn, Ennis, Ireland

After your kind words and neat handwriting how could we refuse? Some game stores will have replacement screens or you could try mail order from BEESHU Inc., 20 Darwin Road, Bridlington, North Humberside, YO16 5F2 Tel: (0262) 603674

Priced out

Dear GB Action,

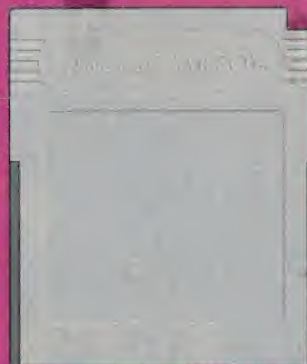
I think the £50 Game Boy plus Tetris is a sensible price at last, I hope that sales have increased. I know that the price is the main reason I bought one. Software costing £25 is far too expensive, especially when, judging from your reviews, little of it seems to get more than 90%. I think the price of new carts must drop. Sales will increase - I will consider carts if they are cheaper. If prices don't drop I'll keep an eye out for budget pricing (ie. £10) later on. There are many examples of price cutting boosting sales.

Multi-carts?

Dear GB Action,

I am writing to complain about the lack of availability of some older Game Boy carts. It can be really frustrating to hear about great titles like Super RC Pro Am and Chessmaster only to find them difficult or impossible to obtain. The blame for this must surely be with the manufacturers. They should realise that we want to buy good games giving value for money, not just the newest and most hyped games.

The 4-in-1 cart is one solution and I would also suggest a budget range.



Plenty of older games would sell themselves without expensive ad campaigns if only they were freely available...

The Game Boy is a great machine although neglected by most of the multi-format magazines. It really deserves a fine mag like yours so make sure you keep up the good work.

Daniel Taylor, Lewes

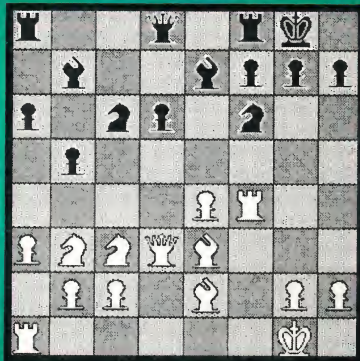
Fine ideas Daniel, I just hope the games companies realise the potential since I'm sure many other readers more than agree with your sentiments.

Here are some things I would like to see in your magazine:

1. A potted history of the development of the GB for new users.
2. Reprint old reviews or carry reviews of older games that are still good. A golden oldies column, perhaps?
3. Review the accessories available.

And just a couple of questions:

1. Is Chessmaster still available and if so



This is not quite The Chessmaster, but it is the closest thing we've got in the office, it's a Mac game called Gnu Chess 3.0, and it's as popular as a bacon butty with chips.

where can I find it?

2. I noticed in the January issue a PC linked to, or running a GB or GB software. Is there a commercially available link? Do you review games on the PC or the GB?

Okay that's it. Keep the magazine bright and lively as it is now.

Kenneth Gordon, Viewpark, Ayr

With regards a golden oldies column is there much point in reviewing games which aren't now available? The buyers guide provides comment on older games, does this suffice? Write and tell us what you think.

The Chessmaster should still be available. Try mail order from Console Plus. As for the PC, no there isn't a commercially available link, sorry!

Apex Design

Dear Sirs,

I am writing this letter in response to Ken McMullan's letter (Jan '94) concerning writing Game Boy games.

Four months ago my partner and I started writing a game for the Game Boy.

The result of this was a game whose spec is better (we think) than any game thus far. The game is called 'Countermove'. Within two weeks of receiving the development kit

we had to have a demo ready for the winter ECTS. Countermove has a playing area 16384 times the size of the GB screen (a 20ft square map), 60 missions, a

full subway, 36 frames of player character animation etc etc.

Unfortunately this hasn't got us very far so we have written a 40 level puzzle game called 'Nigel'. Our next game will be a shoot 'em up similar in style to 'Axelay' on the SNES.

It is more than a little frustrating to have spent time and money creating these games to no avail.

If any software publishers are interested in any of the above games please contact me via GB Action.

Doug Holmes, Woodthorpe

So, software publishers, what do you think? You have to admire creativity and ingenuity so what have you got to lose? We have Doug's full address should anyone want to get in touch.

It's lurve!

Dear GB Action,

I own a totally excellent Game Boy and have written in to tell anyone who's thinking of buying a hand held to get a Game Boy. Why? It's simple. There's the range of games from a tiny £10.00. Also there's the amount of accessories you can buy. Then there's the size at a tiny 5 1/2 inch by 3 1/2 inch making it the most portable computer. In fact the only thing wrong is the colour which you soon get used to.

So who needs a girlfriend when you have a Game Boy?

Christopher Hartlepool

Conroy,

E. Gent, Fenham

Well Chris, you have a rare distinction of having had two letters printed on these hallowed pages but your sentiments deserved a wider audience. Indeed, your girlfriend won't give you half the pleasure and enjoyment a few hours thumb wagging on your Game Boy will provide! Then again, it rather depends on what your girlfriend's like, doesn't it?

**WRITE HERE
WRITE NOW**

GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP



Follow tradition

Dear Sirs,

... It seems 'traditional' to comment on the magazine: I don't like the photostory, a complete waste of space. I would appreciate some journalism on the wider context of the Game Boy and the industry/culture to which it belongs. The snippet on Aston University's research (issue 21) could do with a little more critical coverage – I appreciate that most of your readers are under 15 but not all are.

If GB Action did a little more adult journalism perhaps 'Toys R Us' would agree that GB Action is a magazine rather than a slick advertising brochure (issue 19).

I find your letters page amusing, it reminds me of the Beano letters page (that ages me). But quite apart from the nostalgia value I am rather worried that your (presumably) young readers should ask you for advice on purchasing games – exactly how independent is your advice?

Personally, ever since I purchased Populous on your recommendation I have never believed a word you write. Perhaps you should have readers evaluations of games rather than that of your reviewers.

Interesting points. Sorry you didn't like the photostory but it was put together in response to several readers' enquiries as to how the magazine is produced.

You'll hopefully have read issue 22's 'Nation of Killers' feature which follows up the news item you mention. The Game Boy industry/culture ideas which you mention are getting covered in features such as that at Sexey's School. We aim to get out and about to find out what's going on in the game buying world so I hope you find these to your liking.

About our reviews: we are totally independent and present reviews and opinions based on our own judgments. You may not agree with them all but surely you don't think we're a front for the Software houses?

So what do the rest of you think? Let us know at the usual address.

BUYERS GUIDE

Due to popular demand, the GB Action Buyers Guide is now a whopping five pages long. It's filled with the cream of all Game Boy games.

PLATFORMS

Addams Family

Ocean

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

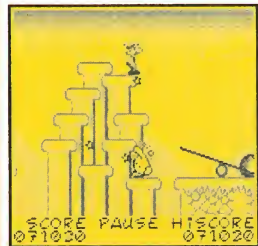
Adventure Island I & II

Hudson Soft

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Asterix

INFOGRADES



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

Alien 3

Acclaim

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities that make for a teasing and very enduring challenge against the aliens. 90%

Alien vs. Predator

Activision

Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Only the best survive. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

Balloon Kid

Nintendo

A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. Despite this it's a bit too tedious. 71%

Bart Simpson's Escape from Camp Deadly

Acclaim

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full-on food fight? With arcadey overtones and lots and lots of challenging layers, this will certainly take some beating. 86%

Batman: Animated Series

Konami

The Dark Knight at his darkest in this fine action adventure. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. With dark and moody graphics adding to the Gothic style feel this is a top challenge and a must for fans of the series. 89%

Batman

Sunsoft

A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman

romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though, which is a little bit of a shame. 80%

Batman: Return of the Joker

Sunsoft

Dead, dead tough but certainly worth plugging away at - this gets old rubber pants' sequel off to a good start. Truly excellent sound effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! 87%

Bill and Ted's Excellent Game Boy Adventure

Acclaim

A truly excellent game for any bodacious player that'll appeal to everyone. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are a touch on the naff side but the gameplay is ace. Bound to keep you air guitaring for ages. 90%

Blues Brothers

Titus

Shades on everyone! Time for a true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp around rock 'n' roll land make this a worthy addition to any collection. 90%

Bomb Jack

Infogrames

A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

Bubble Bobble

Taito

A stormer of a game. Extremely addictive, it's first rate action from the word go with over 200 levels and OKish graphics. Packed full of fun but the password codes make it easier than it should be. 87%

Bubble Ghost

FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

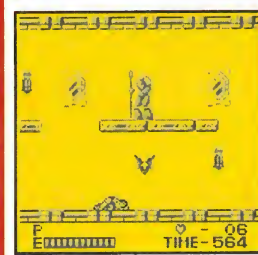
Castelian

Storm

An impressive and challenging game that'll stretch your memory, reflexes and skill as you work your way up to the top of seven different towers. The time limit leaves no room for error and it can get annoying at times. 65%

Castlevania 2

Konami



A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well pretty close to it anyway. 86%

Dennis

Ocean

Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task under-

taken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

Dragon's Lair

Elite

Incredibly hard but dead dead playable all the same. Graphic detail is super stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer of a game. 88%

Duck Tales

Capcom

Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

Duck Tales 2

Capcom

A terrific sequel to the top quality first instalment. A globe trotting Scrooge McDuck has to overcome all manner of cunning devices on the way to another mountain of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

Edd the Duck

LASERBEAM

Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover, perhaps too much so at times as sheer momentum rather than skill carries him through some levels. Not bad, but a bit too much like Taz-Mania really. 77%

Felix the Cat

HUDSON SOFT

Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw. 70%

Fire Fighter

MINDSCAPE

Quite a nice little attempt at moving away from the traditional platform environment. You play firefighters rescuing babies and damsels in distress from burning infernos in an

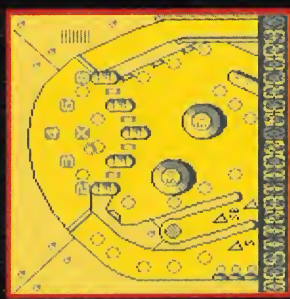
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



Pinball Dreams

Gametek

Silver ball action of the slick-est kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to it's name and really is a dream come true. One of the most playable carts, You'll be totally hooked. 92%



Prince of Persia

MINDSCAPE

Silky smooth animation is just the polish on this very sweet turkish delight of an exploration platform game. With some very difficult problems to get around and lots of last-ing appeal it's a more mature adventure. The opening levels are perfectly designed to get you into the comprehensive controls, the final levels keep you playing on and on. 90%

Lemmings

OCEAN

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night, on the bus past your stop, and use up all your spare battery collection. Puzzle players will find a last-

underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste. 78%

The Fidgetts

Elite
A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughest quite bearable. 91%

The Flintstones

TAITO
Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp albeit with admittedly excellent graphics. The let-down is that there's no Barney Rubble! 78%

Tom and Jerry: Frantic Antics

High Tech Expressions
Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

Home Alone 1 & 2

Toy Headquarters
Two sad films have become even sadder games and complete dross is what you get here. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around. Very poor! 35%

Hook

Ocean
Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

Indiana Jones and The Last Crusade

UBI Soft
The worlds most well known and greatest archaeologist in his finest adventure. Six large and challenging levels, following

closely to the story of the film and provides a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

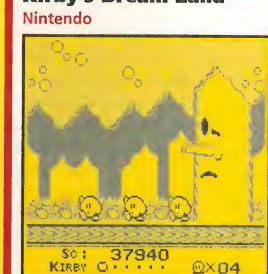
Joe and Mac

ELITE
A clobberingly groovy good platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels of charm. 89%

Kid Dracula

KONAMI
Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short. 84%

Kirby's Dream Land



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability. In other words buy this game. 89%

Last Action Hero

Sony Imagesoft
Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but there are a few problems which don't make this the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

Looney Tunes

Sunsoft
A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous

graphics and more than ample variety. It's instantly appealing but not, unfortunately, that too long lasting. 90%

Max

Infogrames
A very barren, very very short platformer that's forgettable. Max is a cute character but this can't rescue the failing, sluggish and poor gameplay. 60%

McDonaldland

Ocean
A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. 80%

Mega Man I, II & III

Capcom
Although all three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

Parasol Stars

Ocean
Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need absolutely tons of stamina and concentration to make any headway at all. 76%

Popeye 2

ACTIVISION
A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pop Up

Infogrames
Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

Pugsley's Scavenger Hunt

OCEAN
Not half as entertaining, nor anywhere near as challenging as

the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

Rodland

STORM/SALES CURVE
Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless still well worth a play about on. 79%

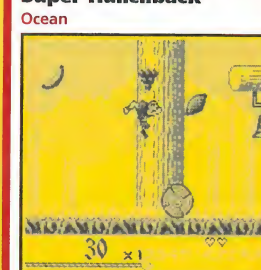
Speedy Gonzales

SUNSOFT
Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

Spider-Man 1, 2 & 3

Acclaim
If you avoid the first game in this series, you'll have a fine web-sling of a time with a beautifully animated Spidey sprite. Levels are richly diverse as the webbed wonder defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult and huge heaps of mind-warping frustration may spoil your fun. 83%

Super Hunchback



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

Super James Pond

OCEAN
Make it a meatier challenge and

this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also more than a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

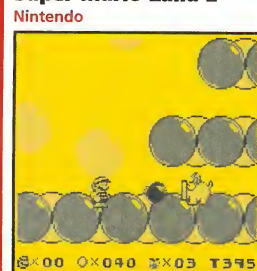
Star Wars

UBI SOFT
Varied and absorbing. This lasts longer than a Tatoine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

Super Mario Land

Nintendo
Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

Super Mario Land 2



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

Talespin

CAPCOM
Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. Still, at least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it. 73%

Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases Essential

ing challenge to fall in love with and want to marry. 95%

Krusty's Fun House

ACCLAIM
Hi Kids! Bart's all time fave TV show trips onto the green screen with class. A platform puzzler that's got very little to do with the Simpsons (aww), but everything to do with infuriatingly addictive gameplay! The 60 plus levels will take ages to battle through. The ability to play the levels in any order, plus passwords to keep you going when you get stuck, a very good package. 92%



Super RC Pro Am

NINTENDO
Slick fast and playable, loads of tracks and the four playerLink option offers the greatest multi player fun the 'Boy can offer. Car upgrades, weapons and tough competitors keep the fun going when you're playing alone. The sort of game you can just pick up for a quick game and play all day. Full of fun, the Link option must be played to be believed. Superto. 89%



Taz-Mania

TOY HEADQUARTERS

Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit too like Edd the Duck though. 76%

Tiny Toon Adventures

KONAMI

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

Tiny Toons 2

Konami

Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

Titus the Fox

Titus

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background tends to resemble the next. Crazy platform action with a cute fox thrown in for good measure. 67%

Universal Soldier

Accolade

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves to master. Maiming and killing has never been so much fun. Jean Claude Van Damme it's good. 80%

Zool

Gremlin Graphics

Famed for his colourful blast onto other formats, the Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. A fine conversion to the specs of the green screened handheld. 92%

BEAT'EM-UPS

Battletoads

Trade West

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An absolute office fave, well nearly anyway. 91%

Double Dragon

1, 2 & 3

Acclaim

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

Lethal Weapon

Ocean

Action is go, go, go and the game does get better and more involving the more progress you make but, sadly, there is a lack of moves to perform, sadly making it more dull and boring than joyfully exciting. 72%

Mortal Kombat

ACCLAIM



Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. Better than ice-cream. 87%

Pit-Fighter

Toy Headquarters

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. Boring, boring, boring, boring, get the message? 33%

Raging Fighter

KONAMI

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It should be good but its really quite middle of the range. Shame. 74%

Teenage Mutant Ninja

Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

WWF Superstars 1, 2 & 3

ACCLAIM

The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

SHOOT'EM-UPS

Asteroids

Accolade

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions, including us. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

Centipede

Accolade



Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

Drop Zone

Mindscape

A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal. 77%

Faceball 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players compete. Then its above average. 76%

Fortified Zone

Jaleco

Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but use very little thought in order to win. 65%

Hunt for Red October

Hi Tech Expressions

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of nuclear armed enemies. Straightforward, with tricky little bits and really excellent presentation. 65%

Navy SEALs

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs perfection on the reflex front. Will you ever reach the end? 90%

Pang

HUDSON SOFT

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will

survive in this gentle shooty game which holds a lot of last-ing charm. 74%

Probotector

KONAMI

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing that's been heated up for beards! 91%

RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's monochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acrid taste of death. Not much to choose between them, so surprise, surprise they've both got... 88%

StarHawk

ACCOLADE

Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds badly lack originality. 69%

Star Trek

ULTRA GAMES

A game that boldly goes where so many other games have gone before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

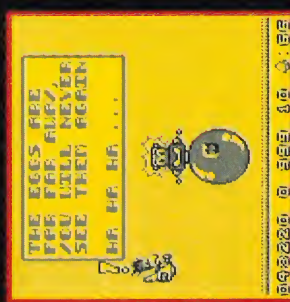
Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



Alfred Chicken

MINDSCAPE

Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platformers then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



Best of the Best: Championship Karate

LORICEL

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with this knock out cart. 93%

The Legend Of Zelda

NINTENDO

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. Nobody will be disappointed with this wonderful game. 96%

Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

Xenon II

Mindscape

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane. 63%

DRIVING GAMES

F1 Pole Position

UBI Soft

Earning the right to compete in the worlds foremost driving championship adds a challenging new angle to the well covered driving genre. There're plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

Lamborghini

Titus

Despite a few minor faults Lamborghini is fast, furious fun. It may not look like the greatest driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

Ferrari Grand Prix Challenge

Acclaim

It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. 88%

Motocross Maniacs

Palcom

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. Not bad at all. 80%

Race Drivin'

TOY HEADQUARTERS

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are particularly cool. 73%

Road Rash

Ocean

A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything remotely worthwhile. 53%

SPORTS

All-Star Challenge 2

ACCLAIM

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is limited. 74%

Bases Loaded

JALECO

A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

George Foreman's KO Boxing

Acclaim

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank gameplay and ranker graphics,

this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

Goal!

Jaleco

Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. 90%

Hit The Ice

TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then maybe you should try this. 80%

Jimmy Connor's Tennis

Ubisoft

Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a two player option too. 91%

Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around. 73%

Konami Golf

Konami

A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the better golf games available on the Game Boy. 81%

Mario Golf

Nintendo

With everything you could possibly need for a few rounds, a battery back-up to boot and plenty of different holes to negotiate this is a near perfect sim for budding enthusiasts to enjoy. Fore! 80%

Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Just about the best possible Tennis game you could fit on the screen. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The limited appeal soon wanes. 63%

Sensible Soccer

Sony Imagesoft

Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

Speedball 2

Mindscape

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A not terribly top hand held conversion of the Amiga classic. 60%

Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

SIMULATIONS

F-15 Strike Eagle

Microprose

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

Phantom Air Mission

ACTIVISION

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Each mission, rather unfortunately, has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

Top Gun

Konami

For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Not exactly a Tom Cruise of a game this one, pretty average indeed. 67%

PUZZLERS

Boxxle 1 & 2

FCI

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. Sounds boring but it isn't. Two real brain teasers make a pleasant change from more run-of-the-mill offerings. A pretty good effort in all. 80%

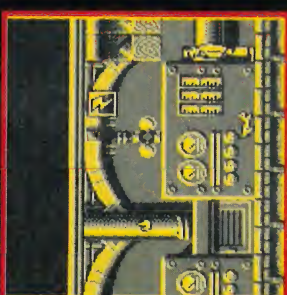
Purchases Essential Game Boy Purchases Essential Game Boy Purchases Ess



Dr Franken

ELITE

Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. Its her body bits that he searches for. Loads of nasties, locations and challenges add upto extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a more than welcome change from endless platforms. 92%



The Empire Strikes Back

UBI SOFT

This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaption that has lots to do with the film. Probably the finest film tie in to date. Something special that you definitely won't complete in a day! 93%

Check out the GB Action guide every month for the definitive list of what's what in the world of the 'boy.

Brain Bender

Gremlin

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you more than a little mad. 59%

Dr Mario

Nintendo

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all in all considering the cool Dr Mario connection thrown in there. 42%

Garfield

KEMCO

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

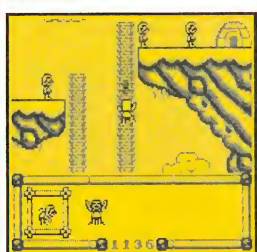
Godzilla

VIRGIN GAMES

This blast from the past is an ordinary re-issued 64 level puzzler. But there's a criminal shortage of radioactive breath and Tokyo-stomping from the big green dude in the large rubber suit. Shame. 65%

The Humans

GAMETEK



Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

Marble Madness

Mindscape

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and incredibly tiny corridors to negotiate. 62%

Q*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable. 83%

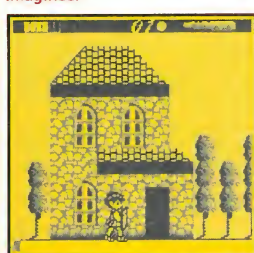
Splitz

Imagineer

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one totally cool challenge with loads of skill required to succeed. Excellent fun. Elvis spotted in Game Boy game!!! 85%

Battle of Olympus

Imagineer



Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and set you on your many missions. 87%

Tesseract

Gametek

If you have a few hours spare and a penchant for original puzzlers then Tesseract could be right up your street. "Easy to play, difficult to master" is the

claim. It is, if you've the inclination to stick with it. 80%

Tetris

NINTENDO

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate! Tetristastic. 95%

The Real Ghostbusters

Activision

Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

Yoshi's Cookie

NINTENDO

Similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match similar ones to make them go. The further in you get the faster they fly. Trading on the name one thinks. 76%

ROLE PLAY

Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat of a game. Also known as Final Fantasy Adventure. 85%

Prince Valiant

Ocean

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get very little reward indeed for your exertions. 65%

Robin Hood:

Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan and aspiring man in tights. Difficult to get into at first, true enough, but well worth the effort if you stick with it. 85%

Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging. 79%

MISCELLANEOUS

Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

Battleship

Mindscape

A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest. 67%

Caesar's Palace

Ocean

Whether you're a card player or a roulette fancier, even if you just like money you can beat that gambling addiction in your own home. Every whim is catered for and nicely implemented to make it worth a look. So take one. 77%

Castle Quest

Sony Imagesoft

What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

Chessmaster

Hi tech Expressions

A stunningly accurate portable conversion of the age old classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this to bits. Recommended to all you budding chessmasters out there! 91%

Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim

cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

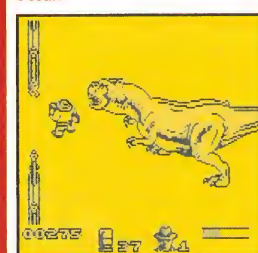
Crash Dummies

Acclaim

A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. Clunk click, every single trip! 87%

Jurassic Park

Ocean



A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but its no classic. Fans of the film should take a look. 85%

4-in-1 Fun Pak

Interplay

Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful, dead worth a look. 81%

Populous

Imagineer

Want to play God? You ARE God! Hours of involvement and strategy to be had as you govern the fortunes of your subjects. Engrossing. 91%

Rampart

MINDSCAPE

Build or die in a medieval heaven. Rebuild castle walls within a time limit and prepare for more onslaughts. 83%

BACK ISSUES

PURE GAME BOY EXCITEMENT
GB ACTION
LEADING GAME BOY MAG ACCUSED!

GB Action magazine stands accused of being the greatest publication to be totally devoted to the (Nintendo) Game Boy. The case for the prosecution states that the defendant was originally published by Europress Interactive in June 1992 and was the essential purchase for any (Nintendo) Game Boy owner with a few coins to spare. Since then the publication has gone from strength to strength, bringing you the best in reviews, previews, news, features and competitions from the world of the (Nintendo) Game Boy. This month's issue, as a typical example, has secured the services of the (Nintendo) Hotline on page 20. There are countless hints, tips and guides, commencing on page 33 and over 200 games are featured. No witnesses can be found in its defence.

For back issues, call the number on the right, quoting the correct reference number.

Telephone Database Direct to confirm availability on: 051 3571275 quoting the appropriate number(s).

Oct 17 - 4117

Nov 18 - 4118

Dec 19 - 4119

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Then write, enclosing cheque or postal order to **Database Direct, PO Box 2, Ellesmere Port L65 3EA.**

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ASK DOCTOR ROBERT

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Boom, here it is...the all-new special service from Write Here, Write Now. Got a question that needs answering? Just ask Dr. Robert!

1. Could you do a review of King of the Ring?
 2. Could you do a review of Best of the Best Championship Karate?
 3. Could you do a review of Road Rash?
- Nick Pooler, Repton

1. Issue 16 — a whopping 53%.
2. Issue 9 — an impressive 93%.
3. Issue 18 — oops, 53%

Why do you think Goal! is so good when everyone else (including me) think's it utterly naff?

Euan Fleming, Edinburgh

Simply because it's playable, fun and the two player option gives infinite variety. Is that enough?

When are you going to review Bram Stoker's Dracula and Wayne's World?

Alex Brown, Long Sutton

Right, well as far as Drac is concerned the official release is reviewed in this issue, so check out page 10. Wayne's World won't get reviewed because it simply ain't gonna get released.

Out of those listed which do you think is the best driving game on the Game Boy: Nigel Mansell's World Championship Racing, F1 Pole Position, Lamborghini American Challenge or F1 Race?

Tom Butler, Exmouth

Nige got 92% in issue 18, Pole Position got 83% in issue 21, Lamborghini got 86% in issue 19 and F1 Race 88% in our wonderful buyers guide.

Basically they're all good. For the serious 'sim' it has to be Nige's effort but all the

others offer neat features which make them different and playable.

1. Are there any cheats for Top Ranking Tennis?
 2. What rating did Jeep Jamboree get?
 3. Is NFL Quarterback Club any good?
- Please try and remember to put your name on letters people!

If you are in the rankings and you lose a match, just switch off the Game Boy when 'Match' comes up. When you switch the Game Boy on again you won't have gone down in the rankings. Okay?

2. A stonking 91% back in issue five. For some reason the game was then not released. Shame really 'cos it's quite neat.
3. No!

Have you got any cheats for Track and Field?

Mark Jones, Carlisle

The Game Genie code 3E7 7FD 4CA + 007 80D E6E gives you 100% power. As for any cheats, has anyone out there got some?

I cannot find a 4 in 1 Fun Pak anywhere. Where can I find one and what games are on it?

Steven Bayliss, Nuneaton

4 in 1 Fun Pak 1 contains Chess, Draughts, Othello and Backgammon. This conundrum of gaming gems scored a deserving 85% in issue 11. It was reviewed on import so may be available from mail order companies. Fun Pak 2 which contains Solitaire, Yacht (of which Yahtzee is a derivative), Cribbage and Dominoes was reviewed in issue 20. A quite reasonable 81% was how Alex's critical eye rated it.

I have just got Darkwing Duck is it any good?

Paul Taylor, Wybers Wood

Well Paul, try putting the cart into your Game Boy, switch on the power, play it for a few days and see if you can make your own mind up.

Why did Total give Best of the Best 43% and you gave it 93%?

Ian Lichfield, Westerton

Simply because we cover only Game Boy games and therefore have the most informed ideas about what's good and what's not. Best of the Best is very good full stop!

Do you have any cheats for extra lives and the like for Kirby's Dream Land?

Eamon O'Leary, N. Ireland

On the title screen press down, B and Select at the same time for a configuration screen allowing you to choose up to nine lives.

How long before Tetris 2 is out?

Richard Tomlinson, South Godstone

How long is a piece of string? Tetris 2 looked like appearing and then vanished again back to the developers. It is now available in the States so cast a glance at the latest info in the News.

Now for a bit of refinement and a touch of poetry courtesy of Christopher Wilson, aged 8 of Wallasey:

Mario Land
I like Mario because of his powers,
mushrooms, stars and even flowers.
On level 2/3 when in an under water car,
he goes down very far.
At the end of the game when the trouble
begins,
you meet two kings who will hurt your
chin.
If you do all that you've done it, yippee!
You've got Daisy, your precious little pea.
Lovely.

Free Classified

SWAPS

● I will swap WWF: King of the Ring for Crash Dummies, Super Mario Land 1 or 2, Mortal Kombat, Jurassic Park, Bart/Camp Deadly, Zelda, Zool or The Empire Strikes Back. Might consider any other good game and all games must be boxed and have instructions, mine has. Ring 0742 368338 or write to: T Sanderson, 33 Folds Crescent, Beauchief, Sheffield S8 0EP.

● I will swap my Qix or Shadow Warriors for your Crash Dummies, Alien 3, Prince of Persia, Battle of Olympus, Pinball Dreams, Revenge of the Gator, Alfred Chicken or Jurassic Park. Must have instructions. Call 0344 425026.

● I will swap my Star Wars for your Dynablaster, must be boxed plus instructions. Phone 0444 236962.

● Swap Double Dragon 1 or 3, Lemmings, Alien 3, Robocop, Super Mario Land 2, Mercenary Force or Who Framed Roger Rabbit. Phone 0727 823322 after 5pm week days and after 1pm weekends.

● Swap Mortal Kombat (87%) for Nigel Mansell, The Empire Strikes Back, Prince of Persia or Alfred Chicken, or swap my WWF (77%), Super Mario Land 2 (92%) or Double Dragon for Asterix, Parodius or any good game. Phone 0782 618302.

● Swap Nigel Mansell, Asterix, T2: Arcade Game or Populous for Lemmings, nowt else will do! Phone 0223 441082.

● Swap Robocop, Tom and Jerry, Star Trek, Bill and Ted or Looney Tunes for any good Game Boy games. Phone 0532 825380 after 7pm.

● To swap: Mortal Kombat, Terminator 2 or Castlevania II. Will swap for F-1 Race, Super Mario Land 2, F-1 Pole Position or Nigel Mansell. Phone 0291 689833 after 4pm. All boxed with instructions.

● Swap Zelda, Castlevania Adventure or Ultima: Runes of Virtue for Final Fantasy Legend IV, Battle of Olympus or Robin Hood. Write to: C Biggin, 7 Larpit Green, Whitwell, Nr Worksop, Notts S80 4TY.

● I have Battletoads, Nemesis, The Flash and Universal Soldier. I will swap one of them for one of these: Lamborghini, Mortal Kombat, Jurassic Park, Castlevania I or II, Super Mario Land 2, Terminator 2, T2: Arcade Game or Splitz. Phone 0895 677459.

● Will swap Terminator 2, Metroid II, Sneaky Snakes or Gargoyle's Quest for Best of the Best, Star Wars or any decent game. Also wanted Pro Action Replay. Tel: 0562 861393, Kidderminster.

● I will swap my Game Boy games, all of which are in vgc and have high ratings, ie. Mortal Kombat for your Tiny Toons 1 or 2, Batman: Animated Series, Zelda, Speedy Gonzales or Parodius on the Game Boy, or for your Super Mario All Stars, NHLPA Hockey, Super Bomberman, Pilotwings, Aladdin or Desert Strike for the SNES. Phone 0455 239514 before 7pm.

● I will swap WWF 2 or Probotector for Speedball 2 or Track and Field, others considered. Call 0865 744447 outside school hours. Must have box and instructions.

● Will swap TMNTurtles 2, Spider-Man 2 or Batman: Return of the Joker all with instructions for Alfred Chicken, Speedy Gonzales, Castle Quest or any other good games, but they must have instructions. Ring 051 261 0475 after 2pm.

● Will swap Shadow Warriors for any game, also swap Super Mario All Stars on the SNES for Super Star Wars or Super Mario Kart. Hurry dudes. Write to: K Kilford, 83 Draycott Cam, Dursley, Gloucester GL11 5NG.

● I will swap my Fortress of Fear or The Flash for Speedy Gonzales, Zool or Dynablaster. I'll even swap both games for Speedy Gonzales. If you have any of these write to: R Nunes, 28 Rush Grove, Cherry Hinton, Cambridge CB1 4NF.

● I will swap my Krusty's Fun House for any fighting game on the Game Boy, eg. Pit-Fighter, Raging Fighter. My game is boxed but yours doesn't have to be. If interested write to: D Huggett, 194 Staplegrove Road, Taunton, Somerset TA2 6AH.

● Will swap my Jeep Jamboree or Super RC Pro-Am for your Goall, Universal Soldier, Populous, Sensible Soccer or Pinball Dreams. Write to: J Edwards, 23 Meadow Drive, Market Weighton, York YO4 3QG, or phone 0430 871148 after 5pm.

● Look! I will swap Tip Off for a decent game, eg. Mortal Kombat, Super Kick-Off. If anyone has an offer please phone 0274 674341 after 5pm. Other games will be considered.

● Swap my Mystic Quest, Final Fantasy Legend II, Solomon's Club or TMNTurtles for Battle of Olympus, Prophecy: Viking Child, Zelda or Super Hunchback. Others considered. Phone 0506 670557.

● Will swap George Foreman Boxing and Krusty's Fun House for Crash Dummies and Mortal Kombat, or Super Mario Land 2 and Jurassic Park, or Zelda and Bomb Jack. Phone 0207 509971.

● I will swap Revenge of the Gator for Battletoads, Mario Tennis or Mortal Kombat. Phone 0234 219303.

● I will swap my T2: Arcade Game, Spider-Man 2 or Mercenary Force for Speedy Gonzales, Alien 3 or Joe and Mac. 1 for 1. Phone 0243 582468. If I'm not in leave name and number on answering machine. Must be in Bognor or Chichester!

● Please will someone swap my Game Boy, Tetris, link cable, full instructions and Super Mario Land no instructions only case for a Sega Game Gear and 1 game? Game Boy 2 weeks old! Write to: Crowe (Jason), HM YO1 Aylesbury, Bierton Road, Aylesbury, Bucks.

● I will swap my Game Boy with 7 games including Mortal Kombat, Super Mario Land 2, Zelda and Jurassic Park for Sega Mega Drive with games. Phone 0266 658881.

● I will swap Lemmings (95%) in perfect condition for Dynablaster or Mystic Quest. If interested phone me on Tiverton 0884 242594 then come and pick it up! Please come and collect it! Tiverton area only! Both in perfect condition please.

● I will swap my Bart Vs Juggernauts with instructions, McDonaldland boxed with instructions or Robocop for your Zool, Tiny Toons 2, TMNTurtles III, Indiana Jones, Garfield, Star Trek: The Next Generation or Darkwing Duck. Phone 081 482 0844.

● Will swap Addams Family 2 for Super Mario Land 1 or 2, Battle of Olympus, Taz-Mania, Lemmings, Duck Tales or Mario Tennis. Must have box and instructions. Phone 0226 386337 after 4pm. First come, first served.

● I will swap Game Boy Game Genie boxed as new for 2 good Game Boy games boxed with instructions. Will also swap Super Mario Land 2 for any good game boxed with instructions. Write to: J MacNab, 84 Old Greenock Road, Bishopton, Renfrewshire, Scotland PA7 5BB. Also have other games to swap.

● I will swap my fair condition skateboard for Paperboy, Kirby's Dream Land, Alfred Chicken or any other game apart from Krusty's Fun House. Game does not have to be boxed or have instructions. Phone 081 992 9939.

● I will swap my Game Boy games Joe and Mac, Terminator 2, Battletoads, Parasol Stars, Maru's Mission or Ninja Gaiden Shadow (I may add some money) for any SNES games that are UK versions. Please hurry! I'm desperate and bored. Phone 0455 239514 before 7pm.

● Will swap Qix for any half decent game, eg. Asteroids, Bomb Jack or Robocop. Any game considered. Instructions not essential. Write ASAP to M Simpson, 43 Sorrel Drive, Ayr, Ayrshire, Scotland KA7 3XR.

● Swap Game Boy boxed with 2 games for Atari Lynx or Sega Game Gear with game. Wanted Sega Game Gear or Atari Lynx, will pay £35-45, and Sega Mega Drive or SNES, will pay £40-60. Write to: M Casser, 69 Sir Adrien Dingli Street, Sliema, SLM 09, Malta.

● I will swap either Battletoads or Super Mario Land for Mortal Kombat, Zelda, Best of the Best or Crash Dummies. Tel: 0309 675718.

● Swap Q*bert, Boulder Dash, Dr Franken, Parasol Stars, Duck Tales, Battle Bull, Adventure Island, McDonaldland, F-1 Race, Phantom Air Mission or Mouse Trap Hotel for Nintendo World Cup, Tiny Toons 1 or 2, Zool, Super RC Pro-Am, Speedy Gonzales, Castle Quest or Final Fantasy Legend III. Phone 0924 444810 now!

● Will swap Jurassic Park or Populous for Game Boy. Any offers? Phone 061 905 6157 day or 0457 860715 evenings.

● Swap Game Boy, magnilight, mains adaptor, Pro Action Replay, Dynasound carry case and 9 games: Tetris, Pinball Dreams, Terminator 2, Dr Franken, Super Mario Land 1 & 2, Mario Golf, Nemesis and Side Pocket for a Sega Game Gear and adaptor plus games or a Sega Mega Drive plus games. Write to: G Parker-Mead, 47 Downs Court, Downs Road, Luton, Beds LU1 1QN, or phone 0582 422201 after 8pm.

● I will swap Super Mario Land for any good quality game, must have instructions. I don't want Tetris, Terminator 2 or Mario & Yoshi. Ring Saturdays 0747 824188.

● Will swap Super Mario Land 2 for any of the following: Star Wars, Mortal Kombat, The Empire Strikes Back, Faceball 2000, Battletoads or Best of the Best. Write to: J Power, 38 St Brendan's Estate, Rosslare HBR, Co Wexford, Ireland.

● Will swap Alien 3, Faceball 2000 or Super Mario Land 2 for Zelda. If I'm not in, leave name and number. Phone 0726 64259.

● I will swap Alien 3 with instructions and box for Castle Quest, Ultima: Runes of Virtue or Mystic Quest with box and instructions. Phone 081 883 1033 after 6pm.

● Will swap Pacman, Dr Franken, Star Wars, Mario Tennis or Paperboy for Marble Madness, Super Scrabble, Q*bert, Monopoly or Krusty's Fun House. My games have instructions but no boxes. Phone 0536 761320 after 6pm. Must have instructions.

● Swap Krusty's Fun House or Terminator 2 for Star Wars, Pinball Dreams, Lemmings, Alien 3, Alfred Chicken or The Empire Strikes Back. Phone 081 340 7110.

● I will swap Chase HQ for Alfred Chicken, Batman, Zelda or any other decent game. TMNT for GB Turtles. Please make me any good offer for Chase HQ. Phone 0734 266881.

● Listen! I will swap my new Mortal Kombat for Zool, Best of the Best, Zelda, Alfred Chicken, Battletoads, Addams Family or Alien 3. Must live in the Exeter area. Get dialling! Phone 0404 850994 after 6pm except week-ends.

● I will swap Lemmings boxed with instructions for Alfred Chicken, Bubble Bobble, Dr Franken or Hook, also boxed with instructions. Ring 0726 74536.

● I will swap my Super Mario Land 2 for Zelda. Please hurry. Ring 0784 453765 after 4pm.

● I will swap Dr Franken with booklet for any games. Please hurry! Phone 0373 830180 after 6pm please.

● I will swap my Super Mario Land boxed but no instructions and a plastic cover for the Game Boy for your Motocross Maniacs, Revenge of the Gator, Pinball Dreams or Speedy Gonzales. Phone 0324 612762.

● Will swap my Bart Vs Juggernauts or Terminator 2, even swap both games for one. I'll swap them for Mortal Kombat. If you like this offer call me now on 0525 882212 and be quick.

● Will swap Jurassic Park for Mortal Kombat, and swap Spider-Man 2 for Raging Fighter. Ring 09756 51213.

● I will swap my Krusty's Fun House for your WWF 3, Crash Dummies or Zelda. Phone 0978 761458.

● Swap my Speedball 2, R-Type or Mario Tennis for Super Mario Land 1 or 2, The Chessmaster, Bomb Jack, Asterix, The Humans, Goall, Tiny Toons, Sensible Soccer or Looney Tunes. All in good condition with box and instructions please. Phone 0909 565906.

● Swap Super RC Pro-Am on Game Boy for Populous also on Game Boy. Write to: L Hughes, 5 Brierley Close, Bootle, Merseyside L30 7QH.

● Will swap Xenon 2, Tetris, Mortal Kombat, Lemmings or Star Wars for Joe and Mac, Garfield, Zool, Taz-Mania, Dennis, Alfred Chicken, Super RC Pro-Am or any good game rated over 75%. Call 0222 591890. GB Action readers call now! Glamorgan only!

● I will swap Prince Valiant, instructions but no box, mint condition, for Nintendo World Cup. Phone 081 692 0717.

● I will swap Tetris for Lamborghini, Super RC Pro-Am or any other decent driving game. Must have instructions and protective case, box not essential. Interested? Call 0773 856083 between 4-6pm Monday to Friday.

● Will swap Final Fantasy Legend plus Nuby game light for Batman: Return of the Joker, Castlevania II, Star Wars, Alfred Chicken, The Empire Strikes Back, The Blues Brothers, Alien 3, Universal Soldier, Hudson Hawk, Zool or others. Phone 081 891 1573.

● Swap Mega Man, Bubble Ghost, Bugs Bunny Crazy Castle, WWF or Ghostbusters II for Dragon's Lair, Super Hunchback, Alfred Chicken,

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

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Mega Man II, Mickey's Dangerous Chase, Speedy Gonzales, Godzilla, Star Wars, Lemmings or The Fidgetts. Call 0582 840161.

● Swap my TMNTurtles for your Star Trek or The Hunt for Red October. No box necessary 'cos I don't have one. Phone 0223 61845. PS. Must have instructions.

● I will swap my Mortal Kombat, Prince of Persia, Super James Pond, Duck Tales, Robocop or my Game Genie for Bart/Camp Deadly, Parodius, F-1 Pole Position, Lamborghini or any other good games. Phone 0743 718593 after school.

● I will swap The Flash for Game Boy with instructions and level code cheat for Battletoads, Raging Fighter, Mega Man or Asterix. Please phone 0908 226251 after 3pm.

● Swap my Star Wars for Super Mario Land 2, Alfred Chicken, Castlevania II, Hook, Final Fantasy Legend II or Ultima: Runes of Virtue, swap my Duck Tales for Bugs Bunny Crazy Castle, Mickey's Dangerous Chase, Tiny Toons, Addams Family, Fortress of Fear or Kirby's Dream Land, and swap my Gremlins 2 or Bural Fighter Deluxe without boxes or instructions for any games. Phone Harlow 0279 428968.

● Swap my Star Wars boxed with instructions for The Empire Strikes Back, Looney Tunes or Mortal Kombat, and swap my Game Boy, light magnifier, leads, Tetris and Star Wars for a SNES with 1 new game not a game with the pack. Phone 0376 325561.

● I will swap Parodius (90%) for any worthy game, especially Zelda, The Empire Strikes Back, Best of the Best or Mystic Quest. Tel: 0293 541411, thanks.

● This is madness: I have TMNTurtles (59%) and am desperate to get rid of it. I will swap it for any game, especially WWF 1, 2 or 3 (54%). Tel: 0293 541411. Thanks to hard working ads typist! (A genuine tribute! Fame at last! - Ads Typist)

● Free Manga videos! Only joking, I have Battletoads (91%), I will swap it for Zelda, The Empire Strikes Back, Star Wars or Battletoads 2. I might consider other worthy games. Tel: 0293 541411, thanks.

● Notice: I have Tetris (95%) and I will swap it for any decent games (eg. I don't want WWF, Double Dragon). Tel: 0293 541411, thanks.

● I will swap Zelda, Spider-Man 2 or The Empire Strikes Back for Mortal Kombat, Best of the Best, Monopoly or Lemmings. Phone 0977 640340.

● Swap Mario Tennis, Chase HQ, Gremlins 2, Duck Tales, Revenge of the Gator (plastic boxes only) or Tip-Off (new) for any good games, Super Mario Land 1 or 2, Super Kick-Off or Zelda if possible. Phone 0256 862224.

● I will swap Probator for Super RC Pro-Am, Goal!, F-1 Pole Position, Batman: the Animated Series, Tiny Toons 1 or 2 or Mortal Kombat. Probator rated 91%. Write to: S Wyllie, Sherbrooke, Main Street, Searby, South Humberside, Barnetby DN38 6BD. I'll be waiting patiently for you!

● Swap SNES with Nintendo Scope and 6 game cart, only 6 months old for Game Boy and selection of games, any will do, must be in good condition. Tel: Oxford 0865 67338 after 6pm.

● Swap my Lemmings or Dr Franken

for your Jurassic Park, Mortal Kombat, Zelda, Sensible Soccer, Super Mario Land 2 or The Chessmaster. Phone 0253 691964 after 6pm week days.

● Swap Soccer for one of the following: Mortal Kombat or Super Hunchback. Please ring 0772 312955 after 6pm.

● Swap my Populous, Nemesis, Super Hunchback, Hook or Bart/Camp Deadly (all boxed with little books except Bart) for Star Wars, Joe and Mac, Ultima: Runes of Virtue, The Empire Strikes Back, Asterix or any good games. No lemons or beat'em-ups. Phone 0935 410333 evenings.

● Swap my Splitz, Super James Pond, Spider-Man 3, Solar Striker, Dr Mario or Hyper Lode Runner for your Star Wars, The Empire Strikes Back, Looney Tunes, Tiny Toons, Revenge of the Gator or Hook. Send your game to: R Leech, 5 Sylmor Gardens, Bournemouth, Dorset BH9 3EN. PS. Mine are in excellent condition with box and instructions, yours must be too.

● I will swap my Tetris, Qix, Side Pocket or Lemmings for your Crash Dummies, Prince of Persia, Battle of Olympus, Revenge of the Gator, Alfred Chicken, Jurassic Park, Choplifter II, F-15 Strike Eagle or Mortal Kombat. Must have instructions. Mine do. Phone 0344 425026.

● I will swap Lemmings, Bart/Camp Deadly or Crash Dummies for Jordan Vs Bird, All-Star Challenge 2, Jeep Jambooree, Best of the Best or Track and Field. Phone 0953 453019 between 4-10pm week days, any time weekends.

SALES & SWAPS

● I will swap Batman and The Punisher for Speedball 2, 2 games for 1. Other games such as Zelda and Zool may be considered. Instructions as well please. Will sell one for £7 or two for £10.

● I have WWF 1 with instructions but no box, will swap for any good game over 85%, or sell for £12. Tel: 0234 711839. Must collect from Milton Keynes area.

● Game Boy for sale with headphones and a 2 player adaptor, Bart Vs Juggernauts and Tetris, in top condition, a few months old, £65-70, or will swap for Sega Mega Drive with games. If interested please call 0505 321699. Hurry.

● Will swap my Game Boy with 4 games, link cable and Light Magic for SNES with 2 hand controllers and up to 3 games, or will sell for £90. Please phone 0865 61941 after 3pm. 100% reply.

● Game Boy with games and Atari Lynx with 2 games, sell for £150, or swap for Amiga 500+. If interested ring 0497 831695 after 6pm.

● Game Boy games for sale, £8 each: Robocop, WWF, Double Dragon II and Pit-Fighter; plus Super Hunchback for £10. Also swap Best of the Best for Kirby's Dream Land or Alien 3. Write to: S Clamp, 36 Greendale Close, Atherstone, Warwickshire CV9 1PR.

● Game Boy for sale with 5 games including Mortal Kombat, Star Wars and Lemmings, £60 ono. Ring 0222 591890, Glamorgan only! PS. Would also swap for a SNES with 1 game.

● I will swap my Tiny Toons for your Pinball Dreams, Super Mario Land or Kirby's Dream Land, or sell for £15. Pick up the blower and dial 061 973 7386 on week days after 4pm. Thanks! Bye!

● Sell F-15 Strike Eagle, unwanted Xmas present, unopened for £15, or swap for Top Ranking Tennis or Goal! with boxes and instructions. Cheshire. Phone 0625 432788.

● I will swap or sell Gremlins 2, Who Framed Roger Rabbit, Bubble Bobble, Double Dragon or Play Action Football for almost any game. I will consider all others. Phone now on 0923 775373, must live near London.

● I will swap my Sinclair ZX Spectrum +3 with 15 games including Rambo and Top Gun for any 2 Game Boy games, but not Nintendo World Cup, Double Dragon, Mario Tennis or Super Mario Land. Or will sell it for £35. Phone 0279 419555.

● Swap Star Wars boxed with instructions for Top Ranking Tennis, must be boxed with instructions, or sell for £13. Tel: 0285 657867.

● Hi! I will swap Chase HQ and TMNTurtles for Mortal Kombat, or will sell both for £25. Phone 0244 570653 on Sunday if possible.

● For sale Mickey Mouse £12, or swap for Crash Dummies, Alfred Chicken, Krusty's Fun House, Lemmings, Addams Family, The Blues Brothers or Dr Franken I or II. Must have instructions but box not vital. Thanks! Phone 0469 60223.

● I will swap Super Mario Land, Tetris, TMNTurtles, WWF 2 or Double Dragon for your Balloon Kid, or I will pay £15 for it boxed with instructions. Phone 0606 852066.

● Swap Double Dragon just in case for any good game. All offers considered. Phone 0738 83109 after school. I also have Mario Tennis and Hook all in very good condition also available for sale.

● Swap Tetris or Asteroids for any good game. Also Super Vision for sale with 2 games and headphones, £15-20 ono. Please ring 0784 434585.

● Game Boy and games for sale. Games include Batman, Super Mario Land and Nintendo World Cup. It also comes with a carry case, Handy Boy and all leads, etc. I will sell for £100 ono, or swap for SNES and game. Ring 0208 813343.

● I will swap my Castlevania Adventure for Lemmings, Krusty's Fun House, Home Alone 2 or Alfred Chicken, or sell for £15, worth £25. Hurry!! West Sussex area only. Includes box and instructions. Phone 0903 746004.

● 2 unboxed Game Boy games, Super Mario Land and Duck Tales, both with instructions and in perfect condition, sell for £15 each, or swap for Alleyway, Pacman, Solar Striker or Star Trek. Please ring 0252 793993 if interested. Surrey area if possible.

● Will swap Pinball Dreams for Super Mario Land 2, Alfred Chicken or Track and Field, or sell for £20. Also sell Cool Spot for Sega Game Gear £20, or swap for one of above games. Phone 0636 73823. PS. instructions and boxes too please.

● Swap Bart/Camp Deadly, Krusty's Fun House, Super Mario Land or F-1 Race for Speedy Gonzales, Tiny Toons, Nigel Mansell, Zool or Super Mario Land 2. Also Amiga A500 games to sell or swap for Game Boy games. If inter-

ested phone now on 0843 851695.

● Wanted at least £10 for Bugs Bunny, Fortress of Fear and Duck Tales on the Game Boy. I will also swap them (or 2 of them) for any good SNES game, but not Super Mario World or Street Fighter II. Phone 0788 891054 after 5pm.

● Swap Star Wars boxed with instructions for Top Ranking Tennis must be boxed with instructions, or sell for £13. Also Game Boy light magnifier, new, boxed, £5. Phone 0285 657867.

● For sale Barcode Battler, brand new, £25. Will also swap or part exchange for Alfred Chicken, Krusty's Fun House, Zelda or The Fidgetts. Phone 0272 500934.

● Will swap Double Dragon 3 for Mortal Kombat, must be boxed with instructions. Will sell Terminator 2 for £20 or swap for Booster Boy or Spider-Man 3. Swap Alien 3 for Jurassic Park. Ring 0543 376103 after 4pm, thank you.

● Game Genie for the Game Boy, will sell for £15 only, has got no box but comes with the codebook, or will swap for Jurassic Park, Zelda, F-1 Race or any other good games. Please write if interested to: I Moore, 71 Stainer Street, Longsight, Manchester M12 4PB.

WANTED

● Wanted Choplifter II, Bubble Bobble 2, Adventure Island II, Star Wars, Marble Madness, Castlevania 1 & 2 and any good Game Boy games. Swap for Hunt for Red October, Super Kick-Off, Bubble Bobble or Super Mario Land 2, or will buy for £10+. Will pay £1 each for issues 1-10 of GB Action. Write to: I Fox, 87 High Street, Staple Hill, Bristol BS16 5HE.

● Really needed help to get 2nd Nightmare Key on Zelda on the Game Boy. If you can help please call 0481 725227 after 5.30pm.

● Wanted: Issues 1-9 of GB Action. Will pay 50p! If you are interested, tel: 0293 541411, thanks.

● Wanted Super Mario Land 2, Battle of Olympus, Hook, Castle Quest, The Humans, Taz-Mania and Duck Tales. Must have box and instructions. Will pay approx £12. Please hurry. Phone 0226 386337 after 4pm.

● Wanted Game Boy games, boxed or unboxed. I will pay a fair price. Swindon area only. Phone 0793 827245.

● Wanted: Kirby's Dream Land, Pinball Dreams, McDonaldland and Tiny Toons. I will pay up to £10. Phone 0225 864383. Hurry!!

● Wanted: Mario Golf, Alfred Chicken, Pacman, Bubble Bobble, Super Hunchback, Nemesis, Super RC Pro-Am, Choplifter II, Super Mario Land 1 or 2, Lemmings, Zelda, Kirby's Dream Land, Pinball Dreams and Mario Tennis. Others considered. New Game Boy owner desperate for games, will pay £10-13. Please ring 0223 313498 after 5pm.

● Wanted Game Boy games going cheap, does not have to have case or instructions. Send a list saying how much they are to: V Alcalá, 13 Mynors Crescent, Hollywood, Birmingham B47 5JG.

● Wanted: Zelda in good condition, will pay £14-18. I am also selling a Joyplus handy carry case for £4 and a Konix Game Boy holster for £4, both used only once or twice. Please hurry!!!! Phone 081 842 2546 after 5pm.

● I will buy or swap your unwanted Xmas presents. My games to swap are: T2: Arcade Game, Universal Soldier and Dynablast. Call quick while the line's hot on 0533 673582.

● Wanted any Bart game for the Game Boy for £10 or less, must be in good condition. Phone 0902 759979.

● Wanted the games Pinball Dreams or Lemmings for Game Boy. Will pay £10 for each of them. Must have boxes and instructions. Write to: C Hindley, 78 Wepe Park, Connah's Quay, Deeside, Clywd CH5 4HN.

● Wanted: any Game Boy games, boxed or not, old or new. Send list and fair price to: T Neal-Hopes, 14 Cliff Avenue, Salford, Manchester M7 2HN.

● Wanted Super Mario Land 2 or Kirby's Dream Land for Kung Fu Master and Bural Fighter Deluxe, 2 for 1. Call 0670 515197 week days after 4.15pm.

● Wanted box and/or instructions for Game Boy game Lemmings. Also wanted issues 1, 3 & 5 of GB Action. Please help, phone 0793 827245.

● Wanted Game Boy games: Star Wars, The Empire Strikes Back, Revenge of the Gator and any other good games, up to £13 each. Send list and prices to: R Leech, 5 Sylmor Gardens, Bournemouth, Dorset BH9 3EN.

● Wanted Alleyway for Game Boy, will pay up to £12. Please call 0484 535112 daytime up to 5pm.

● Wanted Dynablast for Game Boy, must be able to send by post. Cash waiting return by recorded delivery. Tel: 0934 641915. WSM.

● I want your unwanted carts, accessories and Game Boys. I will pay secondhand prices but have a limited cash supply. So get your details and lists of stuff in now to: D Skinner, 3 Bridge Wood Road, Worcester Park, Surrey KT4 8XP.

● Wanted: Mortal Kombat, must have box, instructions and protective case. Will pay £10-15. First come, first served. Phone 0728 685881 between 4-9pm.

● Wanted secondhand Game Boy with 1 or more games. We are willing to pay £20 ono. Please phone 081 393 2404.

● Attention, desperately wanting Zelda or Nigel Mansell for Game Boy, will pay reasonable price. Also Batman: Return of the Joker, Super Mario Land and Double Dragon for sale, will sell for £10-15 each, great offer or what? Phone 0753 646934 for more details.

● Wanted badly! Asterix, Kid Dracula, Darkwing Duck, The Fidgetts and Raging Fighter. Will swap for Mortal Kombat or will pay from £12-14. I am desperate. Phone 0793 827593.

● Wanted Super Scrabble for Game Boy. Should be boxed and in good condition. Phone 041 334 9880 after 7pm. Please leave a message if answerphone is on, thanx, urgent.

● Swap absolutely nothing for your old or new carts. Just send them to me and I will send nothing in return. Write to: R, 3 Pickwick Walk, Uxbridge

Continued...

Free Classified

Road, Hatch End, Pinner, Middlesex HA5 4HS.

● Will pay £30 for Scrabble for the Game Boy, or swap for both Motocross Maniacs and Prince of Persia. Phone 021 458 1908.

● Wanted Sensible Soccer, Tip-Off and Track and Field, will buy for £10-15, or will swap for my WWF 1 or 2, Chase HQ or Tetris. 2 of my games for 1 of yours. Must have instructions, or will sell my games for £10-15 except Tetris. Phone 081 965 4009.

● Wanted Game Boy games. Please send list of games you want to sell. Games wanted include Jurassic Park, Mortal Kombat, Lemmings, Alien 3, Mario Tennis, Track and Field, Duck Tales, Joe and Mac, Super Mario Land 2 or T2: Arcade Game. Please please write to: D Page, 9 Gales Road, Wells Next Sea, Norfolk NR23 1DL.

SALES

● Game Boy for sale with 7 games, link-up and mains adaptor, mint condition, worth £265, will sell for £135. Phone 0592 782180 Lochgelly between 9am-5pm.

● For sale Game Boy games Navy SEALs £9, Populous £12 and Super Mario Land £14, or the lot for £32. Phone 0920 877349.

● For sale Dr Franken (91%) on Game Boy, as new, hardly used, boxed with instructions, £15. Tel: 0732 851771.

● Game Boy, 13 top games, light, magnifier, Pro Action Replay, case, adaptor, every issue of GB Action, issues 8-14 of Total and various other mags. All mint condition and boxed, worth £460, sell for £290. Ring 081 898 9621.

● For sale Game Boy with 9 games, carry case, light magnifier, speakers, cleaning kit and AC adaptor, £200 ono. Phone 0942 878121.

● Games for sale: Pinball Dreams £17, Jeep Jamboree £15, Best of the Best £14 and Track and Field £13. Also for sale all back issues of GB Action, Zone (Nintendo) and Games Master, 50p each. All games and mags in perfect condition. Phone 0252 542345.

● Super Mario Land 2 £15 and Burial Fighter Deluxe £10 on Game Boy, Handy Boy £15, WWF Steel Cage Challenge £15 on Sega Game Gear, and lots of Amiga games including Air Bucks £12, American Gladiators £12 and Lethal Weapon £8. Phone 0732 864527 for list.

● For sale: the best beat'em-up on Game Boy. It's Mortal Kombat, it's yours for only £25. Phone 0773 719451. Sorry no swaps.

● For sale Game Boy with 9 games not all boxed, Game Genie boxed, Handy Boy without joystick, and carry case, £100, good condition. Ring 091 477 4823 after 6pm.

● For sale Game Boy with 8 games only £110, or sold separately: Game Boy £40 and games £15 each including Crash Dummies, Blades of Steel, Skate or Die: Bad 'n' Rad, Terminator 2, Batman, Ninja Gaiden Shadow and Parasol Stars. Phone 081 440 3046.

● For sale Game Boy with 12 games: Dr Mario, Klax, Battle City, Motocross Maniacs, Tetris, Mario Tennis, Alleyway, Space Invaders, Double Dragon, Fortified Zone, Mario Golf and Gremlins 2. Plus rechargeable battery pack. Bargain at only £90. Tel: 0253 765004 after 6pm.

● Game Boy for sale including Super Mario Land 2, Tetris, WWF, Castlevania Adventure, light magnifier, adaptor and headphones, all boxed except WWF. Will sell for £90 ono. Call 0243 641560 now. Hurry!

● For sale: Game Boy, mains adaptor and 6 games: Populous, Nemesis, Parasol Stars, Star Wars and Battle of Olympus, £80 the lot. All boxed with instructions. Phone 051 724 3528, 051 794 6321 or 051 794 6322 and ask for Room A001. Keep trying!

● For sale Game Boy with 6 games: F-1 Race, Q*Bert, Parasol Stars, Adventure Island, Mouse Trap Hotel and Battle Bull. Will sell for £100. All games complete with instructions. Write to: C Hands, 18 Springfield Avenue, Batley, West Yorkshire WF17 5QZ.

● For sale Game Boy with 13 games including Super Mario Land, Robocop, Double Dragon and Gremlins 2, £59. Phone Truro 0872 863090. Must be in local area or able to collect.

● Game Boy with 7 games for sale. Games are: Tetris, Super Hunchback, Terminator 2, Addams Family, Top Ranking Tennis, Mario Tennis and Hook. All for £100, or sell separately. Game Boy with Tetris for £30. Each game separately £12. Everything in great condition. Most of games with boxes and instructions. Phone 0609 773561 after 5.30pm any day.

● Game Boy for sale with 7 top games including Star Wars, Track and Field and Super Mario Land 2, complete with carry case and light magnifier, all for £110. Phone 0638 667033.

● For sale Game Boy £30 with Tetris and link-up, willing to discuss price. Also games Duck Tales, Lemmings and Motocross Maniacs new and boxed, other games also. Phone 081 953 6355.

● For sale Game Boy with earphones and link lead, Super Mario Land 2, Dr Franken, Spider-Man 2, Bart Vs Juggernauts, F-1 Race with 4 player adaptor, Tetris and light magnifier. Everything boxed with instructions, £125. Phone 0733 380565 after 6pm.

● For sale Game Boy with 11 good games including Lemmings, Dr Franken and Track and Field, plus carry case, light magnifier, mains adaptor, headphones, link-up cable and batteries, good condition, £130 ono. Phone 0753 883653.

● For sale Game Boy with brand new screen, Handy carry case and 4 games: Tetris, Super Mario Land, Tiny Toons and Nigel Mansell. Great bargain, £85 ono. Please call Rugby 0788 541910.

● Game Boy game for sale, Garfield 87%, excellent game suitable for all. Yours for a brilliant £10 with box and instructions, all in good condition. Phone 0609 773561 after 5.30pm on any day.

● I will sell Prince of Persia for £15 and Hook for £12. I will also sell Castalian, Missile Command and a Nuby magnifier for just £12 ono. All are boxed and they all have instructions apart from Hook. Phone 0536 512214, or write to: J Rawling, 4 Hall Lane, Kettering, Northants NN15 7LJ.

● For sale Game Boy and 7 games, Handy Boy, carry case, battery pack, AC adaptor, £130 ono, or will sell separately. Phone 0277 631627 for details.

● For sale great condition Game Boy

with 8 top games! Including Mortal Kombat, Parodius, Star Wars and many more! Also Game Boy case and magnifier. Open to all offers! A demented maggot wouldn't miss this once in a lifetime chance!! Call 0449 676557.

● I am selling F-15 Strike Eagle boxed with instructions for £10. It scored 87% in GB Action. Phone 0473 251798. Be quick!

● For sale Race Drivin' and The Chessmaster £10 each, both include box and instructions. Also NES for sale £10, NES Max and NES Advantage £8 each. Phone 031 337 5581.

● For sale - new boxed Game Boy £40, games boxed with instructions £20 each: Duck Tales, Lemmings and Motocross Maniacs; not boxed: Batman, Baseball and Skate or Die. Phone 081 953 6355.

● For sale Bugs Bunny Crazy Castle, 80 levels and excellent music, WHSmith price £24.99, 3 months old, boxed with instructions, I only want £17.49, a saving of £7.50!!!!!! Tel: 0256 893264 after 4pm please.

● For sale Game Boy with 8 games including Prince of Persia and NES with 10 games including Super Mario Bros 2 & 3, Mega Man II, Star Wars and New Zealand Story, all for £70. Phone 081 551 9103.

● Game Boy games for sale: Jeep Jamboree, Star Wars, Prince of Persia, Tom and Jerry and Popeye 2, £15 each. Call King's Lynn 0553 771293.

● For sale Alien 3, Top Ranking Tennis, T2: Arcade Game and R-Type 2 for £12-15 each. Also carry case £5, mains adaptor £5 and instructions booklets to TMNTurtles and Tetris, £3 each. Everything is in good condition and all games are boxed with instructions. Please phone 0923 282344. Please hurry!

● Game Boy games for sale: Fortified Zone, Hyper Lode Runner and Nemesis, £12 each; Dr Mario, Gargoyle's Quest, Rodland, Solar Striker, Spider-Man 3, Super James Pond and Splitz, £15 each. All are in excellent condition with box and instructions. Write to: R Leech, 5 Sylmor Gardens, Bournemouth, Dorset BH9 3EN.

● Game Boy for sale with 6 games all rated over 80% in GB Action including Mortal Kombat, carry case, light, 2 player lead, worth £120, bargain at £80, must collect. Phone 0742 471079.

● Sell The Empire Strikes Back, Krusty's Fun House, Nemesis II, Bases Loaded, Super Hunchback, F-1 Race, Battle Bull, Tetris, Gargoyle's Quest, Terminator 2 and Game Boy for the amazing price of £120. Offers considered. If interested in any, ring 021 426 2423. Very good condition, 1 year old.

● Game Boy for sale with Jurassic Park, Pit-Fighter and The Flash games plus power adaptor, all boxed with instructions, in excellent condition, all for £35. Phone 0602 630611.

● Issues 8-19 of GB Action, £5 the lot. Tel: 0602 386178. Must be able to collect from Nottingham.

● For sale! Jurassic Park and TMNTurtles, both boxed with instructions, £15 each. Also Nuby play and carry case £8. Or send £4 for 170+ cheats and lots of Game Genie codes. Write to: R Percival, 31 Collindale Avenue, Sidcup, Kent DA15 9DN. Or phone 081 302 9754.

● Game Boy games for sale: Turrican, Mickey Mouse, Mega Man II and Bill

and Ted, boxed and with instructions for £15 each. Also Popeye 2 and Duck Tales, boxed but no instructions for £13 each. Phone 0477 533758.

● Game Boy games for sale: Battletoads £12, The Blues Brothers £10, WWF 2 £12 and Krusty's Fun House £12, brand new. Phone Basildon 0268 526934 after 4pm.

● For sale!!! Don't miss this most total opportunity! Game Boy, 4 very good games, Pro Action Replay, wall adaptor, game light, link cable and a load of cheats. It's worth would you believe it £200, but I'll sell it to you at a snip for just £120. Phone 0474 535684.

● For sale: Game Boy with 6 great games plus protection case, mains adaptor, earphones and 2 player lead. Games are Shadow Warriors, Pit-Fighter, Tetris, Burial Fighter Deluxe and Super Mario Land. Will sell for £100. Phone 0243 582666.

PERSONALS

● To Jonathan. Who would have guessed it? Your song getting to Number One! Whatever next? From David.

● Urgent: to John McGowan of Towcester - please don't leave me for Sarah! I love you very much, all my love, Jane XXXX. PS. You are a wonderful kisser, certainly not at all frigid!

● Dear Rod, Thanks for your phone call. Why haven't you written to me? I hope to hear from you soon. Rosemary.

● Aaron says sorry to Leo. I'll send Tiny Toons soon.

● To Andy Sharp, don't ever cut your hair, I want to have your children. From: Miss Magical Ministry Mosher, "Scarecrow House," Nashville, The Land of Rape and Honey, Berlin 3.

PEN PALS

● 16 nearly 17 year old female looking for a penfriend with any interests at all, 15+. I will reply to all letters so get writing! To find out about me, write to: L Hales, 51 Ribblesdale Road, Stirling, Birmingham B30 2YS.

● Hi, penpals wanted, male or female, aged 13-15, I am 14. Must like football or sport in general, should be into consoles too, must like music any type, particularly Guns N' Roses and Lenny Kravitz. Must have a very good sense of humour essential. So get writing to: B Gordon, 18 Dird Crescent, Castle Kennedy, Stranraer, Scotland DG9 8SD.

● Hi I am looking for a penpal, male or female, doesn't matter, between 12-14. I am 13 and I like computers, TV and role playing games. Must have 100% reply. My address is: 2 St Andrew's Close, Feniton, Nr Honiton, Devon EX14 0DZ. I will write to the first 6 people.

● Hi I'm a 12 year old girl looking for a male penpal aged 10-14. You don't have to have a Game Boy but be a bit interested in computers. Please send a photo if possible. All letters answered! Write to: R Welch, 10 Stuart Crescent, Wood Green, London N22 5NJ.

● I'm a 14 year old female looking for a male aged 14-15. Must have good sense of humour, must live in Leeds

area. I'll try to reply to every letter and a photo would be nice. Write to: D Graham, 80 Lupton Avenue, Leeds, Yorkshire LS9 6EE.

● 9-13 year old penpal wanted, male or female. Must love bad jokes, Game Boys and football. First 3 will be answered. Photo if possible, please. So get scribbling to: C Anderson, 261 Norwich Road, Wroxham, Norfolk NR12 8SL.

● Hi! I'm a 14 year old girl looking for male/female penpals aged 13-15 with interests in sport and music. I have a Game Boy and a Sega Mega Drive. Write to: Y Hemming, 3 Newport Avenue, Grantham, Lincs NG31 7ED.

● Wanted! male or female penpal 12-16, any interests. I am 14. Photo would be appreciated if possible. 100% reply guarantee. Write to: J McGowan, 8 Haresmoor Drive, Towcester, Northants NN12 7HB.

● Wanted! Female penpal aged 14-15, please send photo if possible. Write to: D Riley, 49 Blackpool, Old Road, Poulton-le-Fylde, Blackpool, Lancs FY6 7DH.

● Female penpal wanted aged 14-16. Male aged 15 with Game Boy likes swimming, pool, playing Game Boy and running. 100% reply. Please enclose a photo. Write to: N Robertson, 181 Longedge Lane, Wingerworth, Chesterfield, Derbyshire S42 6PR.

● Hi penpal wanted 15-18 female. I am an 18 year old boy. Must enjoy going out, having fun and enjoy keeping fit. Please send photo to: A Briers, 15 Whitchurch Way, Halton Lodge, Runcorn, Cheshire WA7 5YW.

● Hi! I'm a 13 year old boy and I want a female penpal, Game Boy not required. Write to: A Woods, 3 Vistavird, Brae, Shetland Isles, Scotland ZE2 9SL now! Must be between 12-14.

● Yo! Penpals wanted. Reply to all letters. Write to: J Rodgers, 13 Townsend Close, Broughton Astley, Leicester LE9 6NX. Hurry!!

● Hi I'm a 13 year old boy looking for a female penpal between 12-15, must like Game Boy. All letters answered. Send photo please. Write to: J Avenell, 26 Sheepfold Road, Guildford, Surrey GU2 6TS.

● 14 year old male looking for a female penpal of similar age. I'm into SNES, Game Boy and Rave music like The Shamen. Please send a photo with your reply. Write to: M Wilson, 10 Countryside, Braunston, Daventry, Northamptonshire NN11 7JU. I will reply to all letters.

● Well hi to all you bored people out there, got nothing to do??? The problem is now solved! All you have to do is put pen to paper and write me a letter, send it to: 19 Home Close, Stotfold, Hitchin, Herts SG5 4DJ. I'm 14, and my name's...well call me X for now. Please enclose a SAE for a prompt reply, this isn't essential! Hope to hear from you soon. Ciao!

● Yo! Penpal wanted, must be female, 12+ years old, must have a good sense of humour and want to write weekly. Write to: T Mann, 185 Worpleston Road, Guildford, Surrey GU2 6XD.

● Hi! I'm 13 and would like a penpal aged 13-15, male or female, would

ied Adverts

prefer male. If possible please send a recent photo. So get writing now!!! Write to: H Shum, 38 Old Winton Road, Andover, Hants SP10 2DB.

● Hi! I am a 13 year old male looking for attractive females around my age. I like computers, sport and music. Send recent photo if possible. All letters will be answered. Write to: T Flack, 4A Malthouse Road, Southgate, Crawley, West Sussex RH10 6BG.

● 15 year old boy looks for blonde female to have fun with. Does not have to be blonde but must be lush. I like football, rugby and all physical sports. Please write soon babes! Must be between 13-16. Picture please! Write to: Fozzie, 19 Manor Way, Chipping Sodbury, Bristol BS17 6NX.

● Wanted female penpal, must be good looking and be 12-15 years of age. All letters will be replied to. Must send photo. So get writing to: L Pear, 69 Willingham Road, Knaith Park, Nr Lea, Gainsborough, Lincs DN21 5ET.

● Male or female penpal between 12-14. Must like pop, football, Game Boy and tennis if possible. A photo would be nice. I support Ireland and Manchester United. All letters answered. I really like rave music and I love to disco dance. Write to: D Lyons, 3 Kilcross Green, Sandyford, Dublin 18, Ireland.

● Hi! I am a 13 year old boy looking for an attractive girl, hope you have a Game Boy. Please send a photograph. Write to: C Wilson, 28 Brooklands Drive, Kidderminster, Worcs DY11 5EB.

● Wanted penpal!!! Must be female 9-10 years old, photo please, and own Sega Mega Drive or Game Boy or both. 100% reply. Write to: I Anderson, 10 Goodwin Close, Fords Farm, Calcot, Reading RG3 5ZW.

● Wanted penpal male aged 12-14, must like computers and have a good sense of humour. Photo doesn't matter, 100% reply. Write to: P Thomas, 38 Beech Avenue, Holgate, York YO2 4JL.

● Interesting? Got a sense of humour? Enjoy music? If you can answer yes to these questions or even if not then get writing to: T Thornburg, 27 Pelham Court, Bishopric, Horsham, West Sussex RH12 1TW.

● Male penpal wanted. Must be 10-11 years old. Don't have to have a Game Boy but best if you do. I have a Game Boy. My birthday is 2nd February. Must send address. Send a SAE. All letters replied to. Write to: T Townsend, 8 Dukes Row, Cootham, West Sussex RH20 4JR.

● Hi male or female penpal wanted aged 14-15 to write about anything you want. Write to: M Harris, 16 Willowdale Avenue, Bognor Regis, West Sussex PO21 4AY.

● Hi! Penpal wanted, age 10-12, male or female, must like Amigas and Game Boys, must support Manchester United or any other team. Write to: M Murray, Velindre, Port Talbot, West Glamorgan SA13 1AZ.

● Any pen happy people please write to: Crowe (Jason), HM YO1 Aylesbury, Berton Road, Aylesbury, Bucks. PS. Has anyone got a hacksaw?!!?

● Hi, 15 year old female calling all oriental pens, paper and stamps. Male or females aged 14-22, photo if possible but not important, so if you want a good laugh and fun reading get writing to: S Gallagher, 28 Princess

Anne Road, St Peters, Broadstairs, Kent CT10 3HL. Reply to all.

● Hi, writing to all males/females aged between 14-20. I'm 15 so write to me if you want a good read!! Reply to all. Write to: V Johns, 40 Maynard Avenue, Margate, Kent CT9 5PT.

● Female penpals wanted, must have Game Boy, aged 9-12, 100% reply. Write to: E Smith, 177 Eastgate, Deeping St James, Peterborough PE6 8RB.

● Male and female penpals wanted to talk about life and everything else. Game Boy not required. Must be 16 or over. I am 17. Write to: L Sales, 5 Hillhead Drive, Windmill Estate, Birstall, West Yorkshire WF17 0PA.

● Female penpal wanted aged 10-12. Must like all computers. Write to: T Layton, 9 Straddles, Dell Lane, Little Hallingbury, Bishops Stortford, Herts CM22 7SW.

● Wanted female penpal, must be 18 years and over, must have Game Boy or Sega Mega Drive, all types of music and good sense of humour. Write to: M Allison, 51 Shakespeare Road, Bedford, Beds MK41 2DX.

● Hi I am looking for a male penpal aged 13-14, must like sports, most music and computer games, Game Boy not necessary. All letters replied to, photo if possible. So write now to: N Watson, St Mary's Rectory, Dalkeith, Midlothian, Scotland EH22 1BU.

CLUBS/MAGS

● Paul's penpal club! Don't delay, loads of fun and games! Help with anything! Please remember to send a SAE. Free to join! And penpals too! Get writing to: P Dunbavan, 4 The Green, Ribblesville, Ribblesdale, Preston PR2 6QF. Tel: 0772 796489.

● The one and only penpal club to join. Will match you up with the perfect penpal, all ages and walks of life accepted. As many penpals as you want. Please send your details and SAE with £1 coin to: G Taylor, 67 Oxford Avenue, Eastfield Green, Cramlington, Northumberland NE23 9YH.

● Free: tips and cheats for Game Boy games. Just state which game and what is the problem and we will answer your letter. Write to: D Roussev, 33 Lily Close, St Paul's Court, London W14 9YA.

● For a Pro Action Replay cheat sheet send a 20p coin and a SAE to: A, Hagthorne Cottage, Lucas Green Road, West End, Woking, Surrey GU24 9LZ.

● Last year's most wanted cheat for a game was Tetris, will this year be different? Only you, yes you the reader can decide. At the moment I have nearly 150 Game Boy cheats, over 50 Game Genie and nearly 100 Pro Action Replay. With so many cheats in stock you are bound to get the cheat you want! These cheats are free! They don't cost a penny! But if you want a reply then please enclose a SAE! Write a list of up to 40 games and state if you own a Game Genie or Pro Action Replay. The first person to write will get their return postage refunded. So come on, don't delay, write today to: D Walker, 11 Chalfont Close, Beddau, Nr Pontypridd, Mid Glamorgan CF38 2SA.

● Cheats galore! 10p per game, Sega and Nintendo. Send to: A Howells, Flat 3, 8 Lancaster Road, South

Norwood, London SE25 4AQ. If we can't provide a cheat or tip you get your money back! Send SAE with stamp.

● Cheats for sale. You send in the list of games you want cheats for and I write back telling you what cheats I have for those games. After that if you are interested then send back 10p per cheat. Write to: D Wade, Cheat Club, 87 Greythorn Drive, West Bridgford, Nottingham NG2 7GB. Tel: 0602 812807.

● Switch 'n' Swap (Game Boy carts only). You can swap a cart (Game Boy cart that is!) for a different cart for just 80p!!! Yes! Just 80p!! For more details, send a loose 2nd class stamp to this address: S Tu, Switch 'n' Swap, 375 Farnleigh House, Loughborough Park, London SW9 8NR. This is a special offer, so hurry!

● Superior swaps! Game swapping club for the Game Boy. Only £2 per game, or £3 for 2! Send no money now, write with SAE for more details to: M Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. Phone: 0348 874263.

● Gamer-Link! The original penpal club for gamers! Over 350 members world wide! Send stamp for full details to: Gamer-Link, 28 Churchfield, Ware, Herts SG12 0EP.

● Game Boy Players Direct, the new club in town, newsletter every month including cheats, tips, advice, new releases, swap club, reviews and previews. If you like the sound of this great club then send any size SAE to this address: T Conley, 23 Orchard Close, Hounsdon, Totton, Southampton SO4 4EZ. Tel: 0703 865247.

● Hey Help Me! was a hit in America and is bound to take Britain by storm. For just £1 a year and 6 SAEs you get a fanzine every 2 months with tips and cheats. That's just 20p a fanzine. Send the money and SAEs to: Hey Help Me!, D Payne, 10 Pescot Hill, Garde Bridge, Hemel Hempstead, Herts HP1 3HA. Phone 0442 254919.

● GB Zone, the magazine for 100% Game Boy players. It includes reviews, cheats and competitions all for 10p and a SAE for issue 1. Write to: T Miller, GB Zone, 'Woodheys', Tockholes Road, Darwen, Lancs BB3 1JY. Tel: 0254 773297.

● Cool new Game Boy magazine, GB Magic. It's got nifty news, the hottest reviews and crazy competitions! You can get all this for 20p and a stamped SAE. Send your money to us and we'll send you your stuff ASAP. Write to: F Hopkins, GB Magic, 27 Burnside, Haddington, East Lothian, Scotland EH41 4ER.

● Yes it's here! The ultimate fanzine! GB/Amiga Addiction! For just 50p!!! you can read a superb 20 page fanzine including reviews, charts, cheats and compos. Please send a large SAE and 50p to: H Jordan, 31 Kidmore Road, Caversham, Reading, Berkshire RG4 7LR. Tel: 0734 473539.

● New! Super Soccer Tactician, the ultimate play by mail football game with turns costing just £1.20. Don't delay, join today. Send SAE to PcrP Games, P Ashton, 4 Chapel Mews, Whitby, Ellesmere Port, South Wirral L65 6UA for an instant start pack. Phone 051 356 2581.

MISC

● NES and 4 games, brand new with boxes, unwanted gift, sell for £50. Ring 081 898 9621.

● NES games wanted, preferably Super Mario Bros 1, 2 & 3, Zelda 1 & 2 and Mega Man. Will pay around £12. It's a good offer so hurry. Or I will swap for one of my Game Boy games. Call 0254 824042. Hurry, hurry, hurry.

● I will swap my Bulls Vs Blazers for the SNES for any other SNES game. Please phone 0634 684517.

● For sale, top games and accessories for Game Boy. Atari Lynx, Sega Mega Drive, Super Vision and Sega Game Gear. Also for sale a Game Boy, Atari Lynx II, Sega Mega Drive, Quickshot Super Vision and a Sega Game Gear. Also TV tuner and carry cases. Will swap Sega Game Gear and Atari Lynx games. Really cheap, excellent condition. Ring 051 343 9360.

● For sale, over 200 used 8 inch floppy disks, quick sale wanted. Phone 081 337 0171 and make me an offer. If I'm not in, leave your phone number and I will call you back.

● For sale: Amstrad 6128 with colour monitor, disk drive, joystick, disk holder, manual and leads plus a lead for a tape drive. 16 games including Street Fighter, all but one with instructions. £70 ono. Phone 0980 862577 after 6pm.

● NES games for sale, all £5 each: North and South, Maniac Mansion, Sword Master, Spy Vs Spy, Gumshoe, and Swords and Serpents, all boxed with instructions. Tel: 0276 475469 evenings. Bagshot, Lightwater and Windlesham area only.

● For sale: Sega Pro, issues 11, 12 & 14-17. Send £1 and a stamp to: M Peck, 1 Cornwall Road, Retford, Notts DN22 6SH.

● For sale: Sega Game Gear with 7 games: Mortal Kombat, Joe Montana, Halley Wars, Super Kick-Off, Sonic the Hedgehog 2, Streets of Rage and Spider-Man, magnifier and carry case. Sell for £175 ono. Tel: 0283 791505.

● Sega Game Gear, 12 games, psu, cover and Sega Master System converter for sale, only £150, may split. Phone 081 693 3575 after 7pm. London SE.

● Job wanted addressing envelopes or writing letters. If you have anything send it to: S Coutts, Rose Cottage, Reafirth, Mid Yell, Shetland Isles ZE2 9BN, or phone 0957 2343.

● Sega Master System II boxed with 8 games including Sonic the Hedgehog 2, Assault City and Galaxy Force, 2 control pads and 25 various computer mags with gifts. £125 ono. Phone 0622 754306 after 4pm.

● Sega Master System for sale with 4 games: Operation Wolf, Ninja, Merce and Forgotten Worlds, 2 control pads and the light phaser for just £45 ono, good condition and boxed. Or will swap for 10 Game Boy games. Phone 0332 812021.

● I will swap my Pilotwings on the SNES for Super Mario Kart, with instructions and box if possible. Please phone 081 309 6245.

● Super NES with Street Fighter II, StarWing, Ranna 1/2, Actraiser, Honey Bee converter, 2 controllers, mint condition, all boxed, all for £140. Call on 0932 862443 after 6pm.

● Dublin! For Dublin readers, will sell my Sega Master System II including Sonic the Hedgehog 1 & 2, Asterix, Krusty's Fun House, R-Type, World Cup Italia '90, Alex Kidd (built-in) and Mortal Kombat. £140-150. Joypad included. Bargain. Phone 553697 or write to: P Nolan, 388 Galtymore

Road, Drimnagh, Dublin 12, Ireland.

● For sale Sega Master System II with 5 games: Mortal Kombat, Lucky Dime Caper, Sonic the Hedgehog, Psycho Fox and Alex Kidd. 2 controllers, all games boxed, excellent condition, £100 ono.

● Sega Mega Drive for sale with 5 games including Sonic the Hedgehog 1 & 2, Toejam and Earl, Tennis, and WWF, and 2 control pads, £125 ono, or swap for an Amiga. Phone 0742 471079 after 6pm.

● For sale Sega Mega Drive with 3 games, Pro Action Replay, Arcade power stick, joypad, £110, or swap for SNES with games. No time wasters please. Phone 0923 282344.

● Manchester United football shirt, fully autographed, championship winning team and more, genuine article. Will swap for Sega Mega Drive, SNES or Amiga, or will accept cash offers over £100, best offer accepted. Write with details of your offer and phone number to: J Toseland, 1 The Green, Swanwick, Derbyshire DE55 1BL.

● Wanted 1.5Mb or 2Mb RAM expansion for Amiga 500. Willing to pay £35. Write to: J Edwards, 23 Meadow Drive, Market Weighton, York YO4 3QG, or phone 0430 871148 after 5pm.

● For sale: Atari Lynx, 6 games and carry case, cost £240, will sell for £100. Phone 0902 662843.

● Total issues 1-22, all excellent condition, £25 inc. p&p. Write to: R Sutton, 3 Ladywell Court, Welton, Brough, North Humberside HU15 1LY.

● Sega Mega Drive game The Terminator, sell for £25 complete with box and instructions, game in mint condition as it is more or less new. Phone 0609 773561 after 5.30pm any day.

● For sale Lethal Weapon and James Bond Junior (format unknown) for £25 each or both for £45. As new. Phone 0692 536217.

● GX4000 for sale with 2 games: Burnin' Rubber and World of Sports, plus 2 joypads, leads and adaptor, all for £35 ono. Tel: 081 715 6880.

● For sale Sega Mega Drive with joystick, carry case and 8 games in good condition. The lot worth £500, sell for £180. Will separate. Phone 0472 872848.

● For sale NES with 8 games, 2 control pads, zapper and Pro Action Replay, excellent condition, well worth £200, sell for £90 ono. Phone 031 447 3000.

● I will swap my NES with 2 games for a Sega Game Gear with 1 game. The NES is 2 months old, hardly used, fully boxed with instructions. The games that come with the NES are Duck Tales and TMNTurtles. Phone 081 570 4590.

● For sale: Aiwa hi-fi system model No. CA-DW 550 with radio, CD, twin tape deck, 5 band graphic equalizer, high speed dubbing, remote control and more. For more details phone 081 953 6355 from 4.30pm Friday to 6pm Sunday only please. Thanks. PS. Boxed.

● Football fans! Send me 2 25p stamps or a 50p coin and I will send back some posters of your favourite Premier League team (English). Send your name, address and favourite team to: D McKenzie, 21 Nabbs Lane, Hucknall, Notts NG15 6JP.

PURE GAME BOY EXCITEMENT

NEXT MONTH

The best value games mag on the shelves has another feast of Game Boy related shenanigans lined up for you all next month.



WARIO LAND COMETH

The Hotliners come and see us next month and they're gonna have a copy of Marioland 3 - Warioland to show us. The latest hints, tips and cheats direct from Nintendoland HQ will be in there as usual along with the expected expertise from the guys who sort out gamers' lives for a living.

Nintendo

PREVIEW! WORLD CUP '94

Perhaps the hottest football game ever to be seen on the Game Boy will be comin' at ya next month. An exclusive preview of US Gold's World Cup. It could well be the most splendid soccer simulation of the year. You'll see it first in GB Action.

MONSTER MAX

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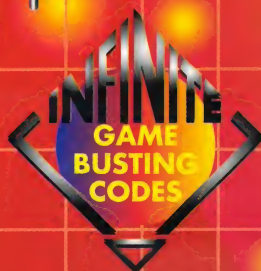
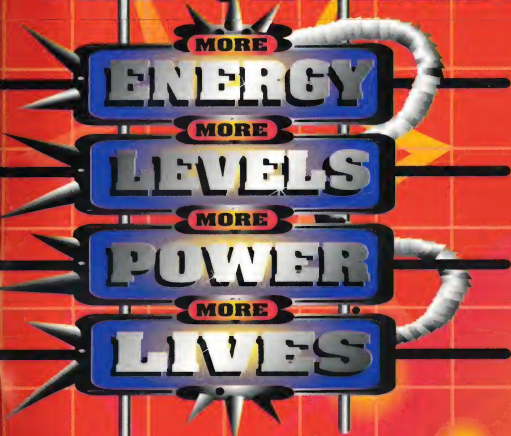
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